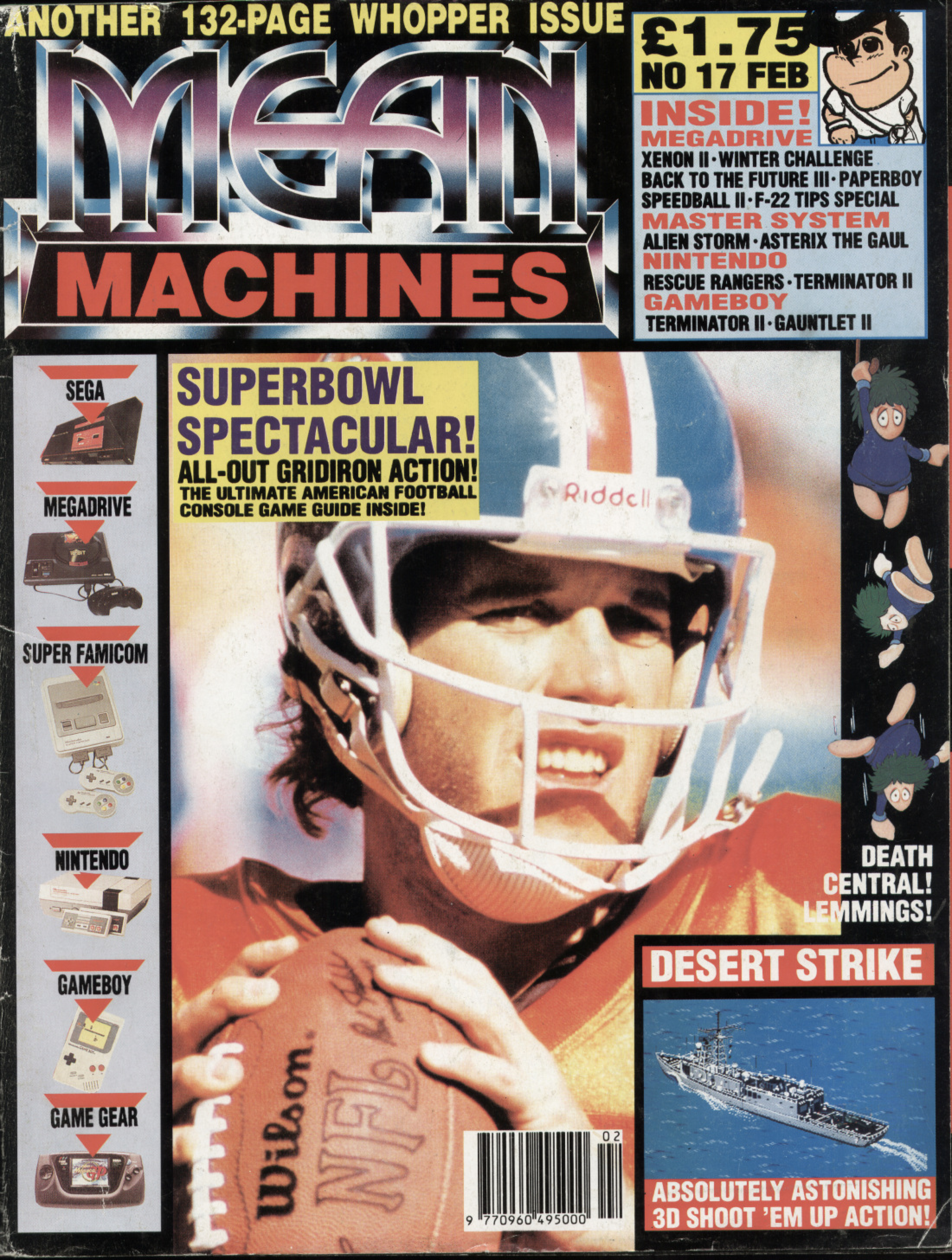

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Desert Strike: the top game!

Check out page 108!

REV



▲ Terminator II is reviewed on both Nintendo and Gameboy!

EDITO

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THANKS THIS MONTH TO: Absolutely no thanks to stinking, festering British Rail for putting up the fares again. If this magazine was British Rail it'd have twelve pages, be in black and white, cost £2.75 and never be in the shops at the right time.
HELLO TO: LLion, Dafydd and Osian from Aberystwyth. Say hi to all console owners at Penweddig School, and maybe I'll see you again when I'm back in town in March!
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REMEMBER KIDS: The early bird might catch the worm, but he'll also be the first one to get shot if there's a hunter around

COMPETITION RULES
EMAP Images employees or their immediate family aren't allowed to enter any of our comps, because it would be unfair if they did. And Dwayne Minton of West Wormwood and his family can't enter either, because they didn't laugh at this joke: What's the definition of a skeleton? A leper in a wind tunnel.

JAZZA'S FINAL BIT
Well, after much deliberation, I've decided that the alternative Christmas carol winner was David Minton of Saffron Walden, Essex (no releation to Dwayne Minton, I hope). His fine effort really made me laugh - but the only problem is that it's s-o-o-o-o horribly disgusting I can't print it. Well, I could, but I'd have irate parents, Esther Rancid, Watchdog and the obscene publications squad descend upon my monkey ass...



JAZ

We're feeling a bit pleased with ourselves at the moment - the MEAN MACHINES Christmas Special sold over 100,000 copies, making it the biggest selling games magazine in Britain! Hurrah for us! But we're not going to rest on our laurels - we promise that MEAN MACHINES will get bigger and better, with more console coverage than any other magazine and even wilder free gifts! And we've got something really spectacular lined up later this year! What is it? Stay tuned and you'll find out...

First of all, may I say thanks to everyone who entered the Christmas Special competitions. We had tens of thousands of entries - I've never seen so much post in my life (and Robert and George the mailmen certainly gave our ears a bit of a bending!). The quality of the entries was superb, and choosing a winner of each comp proved a difficult and arduous task, but at the end of the day, there can be only one winner (except in my competition, but then I'm hard) and here they are...

JAZZA'S SUPER RUGBY SHIRT

Rugby shirt designs flooded in, with three times more entries than any of the other competitions! I spent two days opening them, and after much deliberation got the entries down to two - Barry Elliot of Rotherham (Super NES shirt) and Jamie Mongan of Leeds (Megadrive shirt). I still can't decide which is best, so I've decided to give a Super NES to each contestant. Am I generous or what? Commiserations to everyone else - there were some wonderful pictures, but in the end I decided to go for a design that could really be turned into a rugby shirt, as opposed to a t-shirt style design.

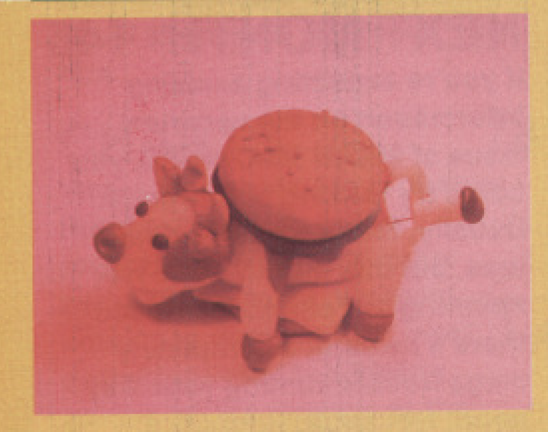




GARY HARROD SAD CLOTHING DEBACLE

When we asked you to design a new outfit for friend of the tramps Gary Harrod, little did we know that we'd get a veritable Clothes Show of demented outfits - we could supply Vivian Westwood with ideas for years to come! Gary judged the competition himself, and decided that this strange costume should be the winner. "Soooper Spoon" was sent in by Bradley Stew of Exhall, Coventry. Yes, we know it's weird. But then again, what do you expect when the judge of the contest is a demented perv...





BURGER ME SIDEWAYS OZ!

The winner of burger fiend Osmond's competition was not only stunning, but also gave us something to think about. Instead of drawing a picture, Linda Walton (whose letter accompanying her winning Oz Burger appears in YOB's Mailbag this month) of Bury St Edmunds, Suffolk actually made a model - and ruddy brilliant it was too, fully deserving the first prize - a Megadrive!

RIAL



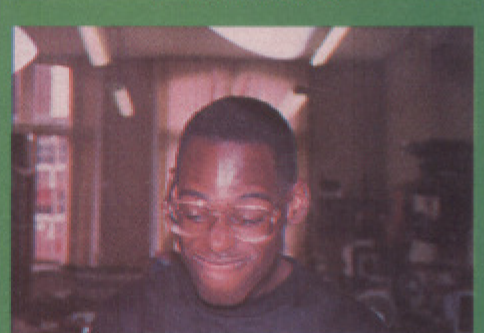

JULIAN "JAZZA" RIGNALL
When it comes to cooking, Jazza reckons his Chinese meals are the finest this side of Beijing. "My Schezuan beef, spare ribs and sweet and sour pork are veritable oral orgasms" reckons the quick-fry boy with the wok.
CURRENT FAVE GAMES: DESERT STRIKE, SUPER MARIO 4



RICHARD "FRYIN' TONITE" LEADBETTER
When it comes to haute cuisine, Richard reckons his shepherd's pie is the world's best, even though he hasn't made one for five years! Other than that, the health conscious phone box fiend from Witham Town specialises in fry-ups and oven chips.
CURRENT FAVE GAMES: DESERT STRIKE, SUPER MARIO 4, ROBOCOD



RADION "SLICER" AUTOMATIC
Rad's a bit of a dab hand with a spatula and frying pan and his chili hash would warm the trousers of the most frozen Eskimo and fill the air with an aroma that you could cut with a knife.
CURRENT FAVE GAMES: FIGHTING MASTERS, SUPER MARIO 4, F1 CIRCUS



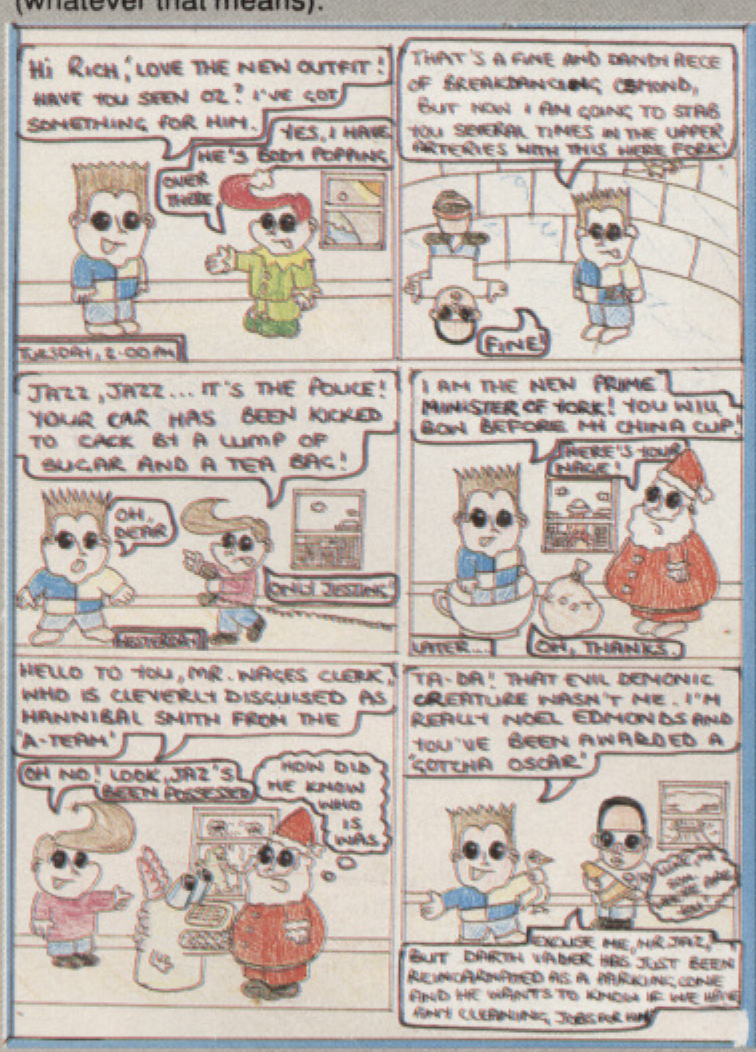
OZ "CORDON BLEUGH" BROWNE
Sadly, Oz is a demented baboon when it comes to nouvelle cuisine. Even if he was cooking for Janet Jackson, all he could possibly muster would be beans, sausage, bacon and chips - with a side plate of garlic bread for that added touch of sophistication.
CURRENT FAVE GAMES: THUNDER SPIRITS, F-ZERO, GHOULS 'N' GHOSTS



GARY "CHICKEN" HARROD
Favourite amongst his tramp friends is the marvellous Gary Harrod chicken casserole special. "They just love the taste of that combination of vegetables, chicken with a fine sauce slowly cooked in a dry oven" says the lad himself.
CURRENT FAVE GAMES: ZELDA III, STREETFIGHTER II

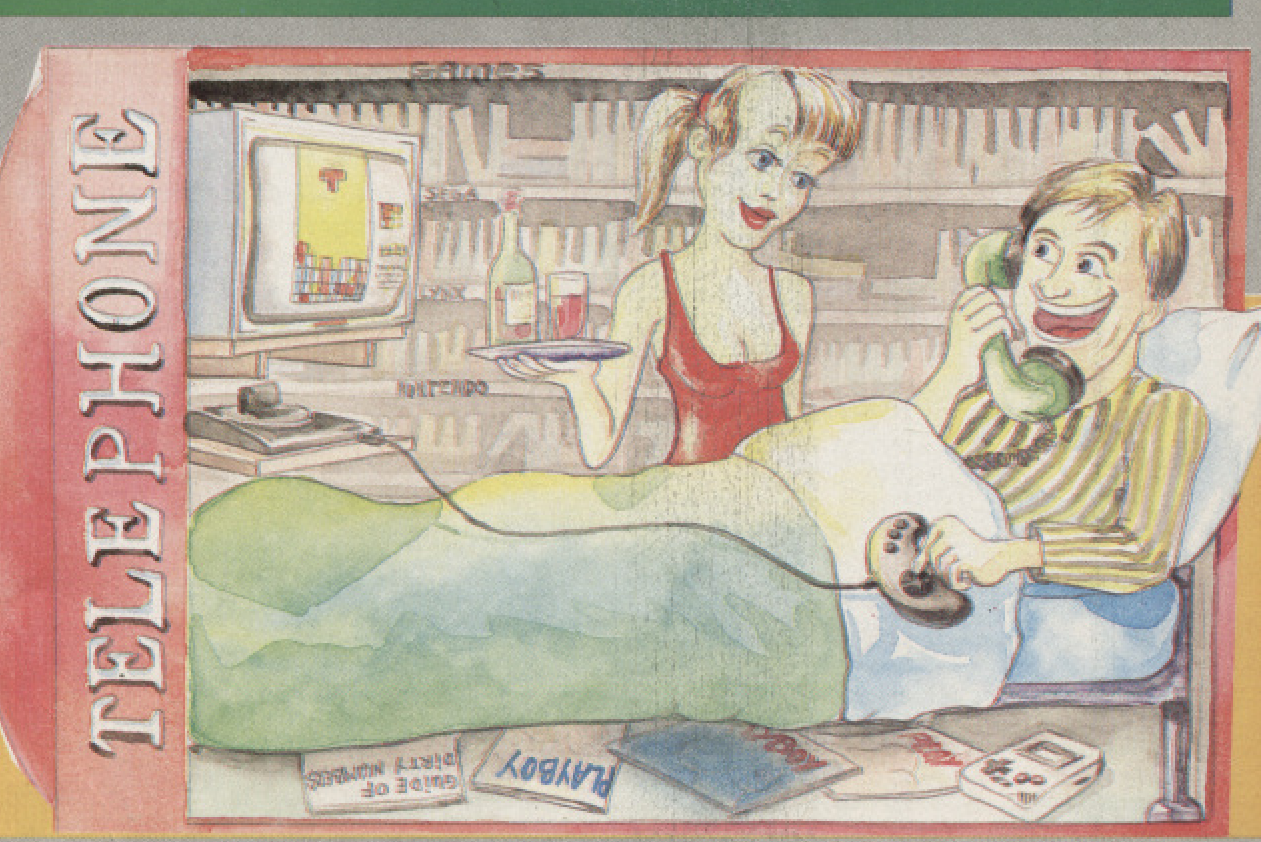
RAD'S SQUEAKY CLEAN COMP!

This was the most difficult comp of them all - putting coherent AND funny speech bubbles to a rather surreal and strange Radion Automatic cartoon. Many of the entries weren't coherent, even more of them weren't funny - but the one that excelled in both areas was sent in by S Broadbent of Bradford, W Yorks. His hilarious captions have won him a Game Gear and three games, which will be sent off post haste (whatever that means).



RICHIE RICH PHONE BOOTH-O-RAMA!

Ah! Rich's naughty phone box japery has become so well known that you if you went up to a hermit in the Gobi desert and said "Richard Leadbetter", he'd reply, "telephonic tomfoolery"! In tribute to the man's marvellous mouthpiece malarkey we asked you to design a phone box especially for him, and the finest one was sent in by Jos Anters of 4715 EK Rucphen, The Netherlands. Congratulations Jos! A Gameboy and six games will soon be winging their way across the North Sea to you.



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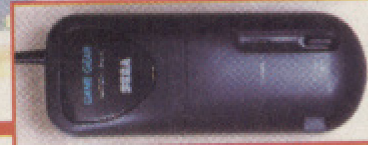
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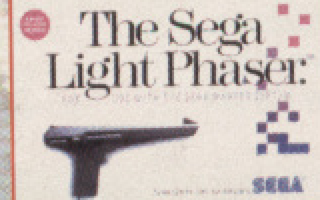
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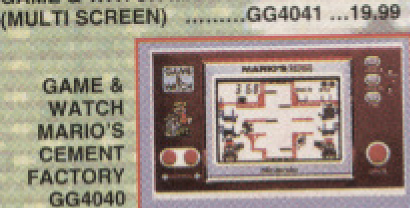
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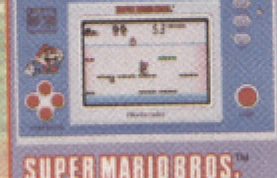


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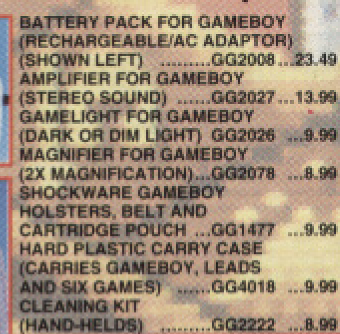


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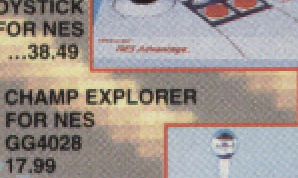
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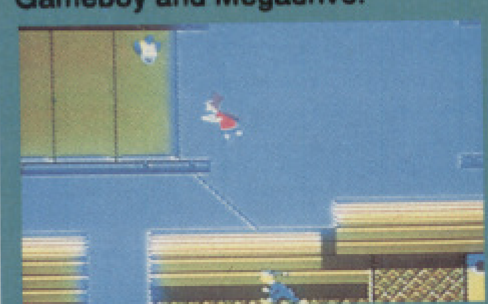
CES SHOW

The Winter CES Show at Las Vegas was quite an event this year, with hundreds of new Megadrive, Super NES and Nintendo games on display! There's a full list of all the games seen there on the last page of this exclusive report - check it out! Meanwhile, here's some of the hot stuff...

STREETFIGHTER II - OFFICIAL!

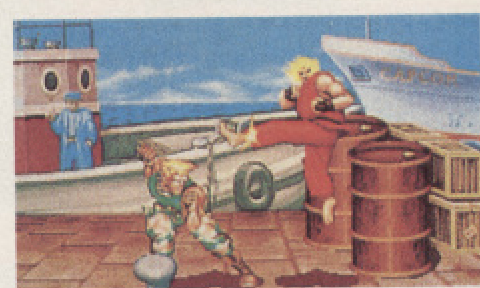
By far the best game of the show was Streetfighter II on Super NES. The cartridge packs a massive 16-megabits (the biggest Megadrive game is 12-megabits) and features all the characters from the coin-op original. The graphics and playability are both absolutely superb - and it's not even finished yet! Knicker-wetting stuff indeed! For more information on the game, you'll just have to wait for our free Streetfighter II mini-mag special next month!

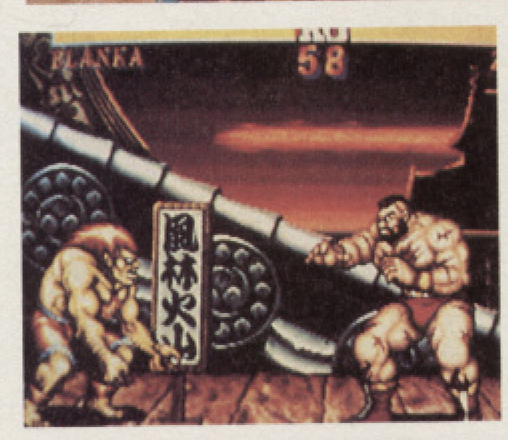
Two excellent-looking titles from Acclaim are George Foreman Boxing and Bart Simpson Vs The World. Both feature brilliant graphics and gameplay and will be available later on this year on Nintendo (pictured here), Gameboy and Megadrive.











At the Winter CES Show, Taito were publicising Growl pretty heavily. Available on the Megadrive, Growl (or Runark as it's known in Japan) casts the player as an environmentally friendly psychopath, punching, kicking and blasting the evil hunters who are preying on the jungle's defenceless, cuddly animals.

Available now as a Japanese import, Growl is a very poor beat 'em up which although fun in the short term, soon becomes a sad, shallow experience. As far as beat 'em ups go, Streets of Rage still rules supreme.



GAMES LIST

Here's a complete list of everything that was displayed at the show. All these games will be released in the States this year - some are already available. Obviously there are no official British release dates for any of these titles as yet, but as soon we know, you'll be the first to know! Keep watching this space.

SUPER NES

SUPER BATTLETANK	ABSOLUTE
POPULOUS	ACCLAIM
SUPER SMASH TV	ACCLAIM
THE SIMPSONS	ACCLAIM
HEAVYWEIGHT CHAMPBOXING	ACTIVISION
MECH WARRIOR	ACTIVISION
WANDERERS FROM Y'S	AMERICAN SAMMY
BATTLE BLADE	AMERICAN SAMMY
MIGHT AND MAGIC II	AMERICAN SAMMY
RAP ATTACK	AMERICAN SOFTWORKS
WIZARDRY IV	ASCII
D-FORCE	ASMIK
XARDION	ASMIK
LENUS	ASMIK
METAL JACK	ATLUS
ULTRAMAN	BANDAI
FACEBALL 2000	BULLETPROOF
MAGIC SWORD	CAPCOM
STREETFIGHTER II	CAPCOM
SUPER BASEBALL SIM 1000	CULTURE BRAIN
SUPER FIGHTING SIM	CULTURE BRAIN
SUPER NINJA WORLD	CULTURE BRAIN
CAVEMAN NINJA	DATA EAST
ULTRABOTS	DATA EAST
GOLF	DATA EAST
RAIDEN	ELECTRO BRAIN
METAL MASTERS	ELECTRO BRAIN
PGA TOUR GOLF	EA
BULLS Vs LAKERS	EA
ACTRAISER	ENIX
ULTIMA THE FALSE PROPHET	FCI
AMERICAN GLADIATORS	GAMETEK
WHEEL OF FORTUNE	GAMETEK
HAL'S HOLE IN ONE GOLF	HAL
HYPERZONE	HAL
NCAA BASKETBALL	HAL
TOM AND JERRY	HI-TECH
HUNT FOR RED OCTOBER	HI-TECH
BILL LAIMBEER'S BASKETBALL	HUDSON
SUPER ADVENTURE ISLAND	HUDSON
THE ROCKETEER	IGS
OUT OF THIS WORLD	INTERPLAY
GUNFORCE	IREM
THE IREM SKINS GAME	IREM
STAR BATTLE	JVC
THE EMPIRE STRIKES BACK	JVC
RETURN OF THE JEDI	JVC
SUPER BASES LOADED	JALECO
EDF	JALECO
GOAL!	JALECO
TOP GEAR	KEMCO
PHALANX	KEMCO
ROMANCE OF THE THREE KINGDOMS	KOEI
GEM FIRE	KOEI
LEGEND OF MYSTICAL NINJA	KONAMI
CONTRA IV	KONAMI
TEENAGE MUTANT NINJA TURTLES IV	KONAMI
WWF SUPER WRESTLEMANIA	LJN
SPIDERMAN AND X-MEN MARVEL TEAM-UP	LJN
MVP BASKETBALL	LJN
CHESSMASTER	MINDSCAPE
PAPERBOY II	MINDSCAPE
SPANKY'S QUEST	NATSUME
ADDAM'S FAMILY	OCEAN
ROBOCOP 3	OCEAN
RADIO FLYER	OCEAN
F-29 RETALLIATOR	OCEAN
PUSHOVER	OCEAN
CLUEDO	PARKER BROTHERS
MONOPOLY	PARKER BROTHERS
NOLAN RYAN'S BASEBALL	ROMSTAR
DRAKKHEN	SEIKA
LAGOON	SEIKA
F-1 ROC	SETA
MIRACLE PIANO	SOFTWARE TOOLWORKS
EXTRA INNINGS	SONY
SMART BALL	SONY
HOOK	SONY
EQUINOX	SONY
FINAL FANTASY II	SQUARE SOFT
TRUE GOLD CLASSIC	T&E SOFT
RAP CITY	THQ
HOME ALONE	THQ
PITFIGHTER	THQ
SUPER SOCCER CHAMP	TAITO
SPACE MEGAFORCE	TOHO
SUPER OFF-ROAD	TRADEWEST
BATTLETOADS	TRADEWEST
JACK NICKLAUS GOLF	TRADEWEST
DREAM TV	TRIFFIX
FOOTBALL 2000	TRIFFIX
MAGIC JOHNSON BASKETBALL	VIRGIN

NES SOFTWARE

BATTLETANK	ABSOLUTE
SPACE SHUTTLE	ABSOLUTE
RACE AMERICA	ABSOLUTE
BART Vs THE WORLD	ACCLAIM
KRUSTY'S FUNHOUSE	ACCLAIM
WIZARDS AND WARRIORS III	ACCLAIM
FERRARI GRAND PRIX	ACCLAIM
GEORGE FOREMAN BOXING	ACCLAIM
TURRICAN	ACCOLADE
ULTIMATE AIR COMBAT	ACTIVISION
DIE HARD	ACTIVISION
AMAGON	AMERICAN SAMMY
THUNDERCADE	AMERICAN SAMMY
TWIN COBRA	AMERICAN SAMMY
SILK WORM	AMERICAN SAMMY
ARKISTA'S RING	AMERICAN SAMMY
NINJA CRUSADERS	AMERICAN SAMMY
VICE: PROJECT DOOM	AMERICAN SAMMY
MIGHT AND MAGIC	AMERICAN SAMMY
MAGIC CANDLE WORLD	AMERICAN SAMMY
POWER PUNCH	AMERICAN SOFTWORKS
MUTANT VIRUS	AMERICAN SOFTWORKS
GUNNAC	ASCII
WIZARDRY I	ASCII
WIZARDRY II	ASCII
BLAZEBUSTERS	ASCII
WURM	ASMIK
CONQUEST OF THE CRYSTAL PALACE	ASMIK
JACK AND THE BEANSTALK	ASMIK
ROCKIN' CATS	ATLUS
WACKY RACES	ATLUS
ROCKETEER	BANDAI
LEGENDS OF THE DIAMOND	BANDAI
ULTIMATE JOURNEY	BANDAI
TOXIC CRUSADERS	BANDAI
HATRIS	BULLET-PROOF
MEGAMAN III	CAPCOM
THE LITTLE MERMAID	CAPCOM
MEGAMAN IV	CAPCOM
GI JOE	CAPCOM
SNOW BROTHERS	CAPCOM
TALESPIN	CAPCOM
GARGOYLE'S QUEST	CAPCOM
BARCELONA 92	CAPCOM
DARKWING DUCK	CAPCOM
FLYING WARRIORS	CULTURE BRAIN
LITTLE NINJA BROTHERS	CULTURE BRAIN



Namco's Wings II: Aces High is an outstanding-looking product soon to be appearing on Super NES machines. It's an aerial combat game set during World War I in which the player takes to the skies on a variety of Boshe-bashing missions. The graphics look amazing, with digitized planes and ground installations, and sound is similarly stunning. How does it play? We'll bring you the full story about this knockout product later on this year.

FIGHTING SIMULATOR	CULTURE BRAIN
SIDE POCKET	DATA EAST
CAPTAIN AMERICA +AVENGERS	DATA EAST
2-ON-2 BASKETBALL	DATA EAST
CAVEMAN NINJA	DATA EAST
GHOULS SCHOOL	ELECTRO BRAIN
STANLEY	ELECTRO BRAIN
THE IMMORTAL	EA
DRAGON WARRIOR II	ENIX
DRAGON WARRIOR III	ENIX
ULTIMA EXODUS	FCI
ULTIMA QUEST FOR THE AVATAR	FCI
HEROES OF THE LANCE	FCI
HILLSFAR	FCI
POOLS OF RADIANCE	FCI
DRAGONSTRIKE	FCI
HARLEM GLOBETROTTERS	GAMETEK
FIREHOUSE RESCUE	GAMETEK
LOLO II	HAL
LOLO 3	HAL
ROLLERBALL	HAL
DAYDREAMIN' DAVEY	HAL
HUNT FOR RED OCTOBER	HI-TECH
BARBIE	HI-TECH
TOM AND JERRY	HI-TECH
FELIX THE CAT	HUDSON
ADVENTURE ISLAND	HUDSON
ADVENTURE ISLAND II	HUDSON
METAL STORM	IREM
HAMMERIN' HARRY	IREM
KUNG-FU MASTER II	IREM
EMPIRE STRIKES BACK	JVC
DEFENDERS OF DYNATRON CITY	JVC
TOTALLY RAD	JALECO
LAST NINJA	JALECO
METAL MECH	JALECO
CYBERBALL	JALECO
RAMPARTS	JALECO
PIZZA PANIC	JALECO
WHITE LION	KEMCO
MICKEY MOUSE'S DREAM BALLOON	KEMCO
GENGHIS KHAN	KOEI
BANDIT KINGS OF ANCIENT CHINA	KOEI
L'EMPEREUR	KOEI
UNCHARTED WATERS	KOEI
GEMFIRE	KOEI
LONE RANGER	KONAMI
TINY TOON ADVENTURES	KONAMI
LASER INVASION	KONAMI
NASCAR CHALLENGE	KONAMI
CASTLEVANIA III	KONAMI
NFL FOOTBALL	LJN
BACK TO THE FUTURE II AND III	LJN
BILL AND TED'S EXCELLENT ADVENTURE	LJN
MVP BASEBALL	LJN
WOLVERINE	LJN
TOWN AND COUNTRY II	LJN
MOTORCITY PATROL	MATCHBOX
MATCHBOX RACERS	MATCHBOX
NOAH'S ARK	MATCHBOX
F-15 STRIKE EAGLE	MICROPROSE
FLIGHT OF THE INTRUDER	MINDSCAPE
PAPERBOY II	MINDSCAPE
CRAZYLAND	NTVIC
SCAT	NATSUME
UNTOUCHABLES	OCEAN
DARKMAN	OCEAN
ADDAMS FAMILY	OCEAN
ROBOCOP III	OCEAN
MONOPOLY	PARKER BROTHERS
UNINVITED	SEIKA
UNINVITED II	SEIKA
F-1 BTW	SETA
CASTLE OF DRAGON	SETA
BIO FORCE APE	SETA
VEGAS	SETA
WALL ST KID	SOFEL
KLASHBALL	SOFEL
DRAGON FIGHTER	SOFEL
HAPPILY EVER SNOW WHITE	SOFEL
CASINO KID II	SOFEL
HUDSON HAWK	SONY
HOOK	SONY
BATMAN II	SUNSOFT
SUPER SPY HUNTER	SUNSOFT
WHERE'S WALDO	THQ
HOME ALONE	THQ
ATTACK OF THE KILLER TOMATOES	THQ
THE FLASH	THQ
TECMO SUPER BOWL	TECMO
TECMO BOWL	TECMO
NINJA GAIDEN II	TECMO
NINJA GAIDEN III	TECMO
BAD NEWS BASEBALL	TECMO
GODZILLA II	TOHO
HIGH SPEED	TRADEWEST
INDY HEAT	TRADEWEST
TURTLES: ARCADE	ULTRA
STAR TREK	ULTRA
SECRET TIES	VIC TOKAI
SHOGUN NAEDA	VIC TOKAI
ROBIN HOOD	VIRGIN
MC KIDS	VIRGIN
GOLF POWER	VIRGIN
OVERLORD	VIRGIN

GAMEBOY

TURN AND BURN	ABSOLUTE
BATTLETANK II	ABSOLUTE
FERRARI GRAND PRIX	ACCLAIM
GEORGE FOREMAN BOXING	ACCLAIM
ASTEROIDS	ACCOLADE
MISSILE COMMAND	ACCOLADE
HEAVYWEIGHT CHAMP	ACTIVISION
NINJA TARO	AMERICAN SAMMY
LEGEND	AMERICAN SAMMY
DOOMSAYER	ASCII
MYSTERIUM	ASMIK
MEGALIT	ASMIK
SPUD'S ADVENTURE	ATLUS
A-MAZING TATER	ATLUS
DICK TRACY	BANDAI
TOXIC CRUSADERS	BANDAI
FACEBALL 2000	BULLET-PROOF
HATRIS	BULLET-PROOF
WHO FRAMED ROGER RABBIT	CAPCOM
MEGAMAN II	CAPCOM
THE LITTLE MERMAID	CAPCOM
NINJA BOY	CULTURE BRAIN
FIGHTING SIMULATOR 2 IN 1	CULTURE BRAIN
NAIL 'N' SCALE	DATA EAST
CAVEMAN NINJA	DATA EAST
MOUSETRAP HOTEL	ELECTRO BRAIN
HIGH STAKES	ELECTRO BRAIN
JORDAN Vs BIRD	EA
SKATE OR DIE	EA
ULTIMA RUNES OF VIRTUE	FCI
BOXXLE II	FCI
PERSONAL ORGANISER	GAMETEK
JAPANESE ENGLISH TRANSLATOR	GAMETEK
GERMAN ENGLISH TRANSLATOR	GAMETEK
PERSONAL ORGANIZER II	GAMETEK
PROPHECY II	GAMETEK
BARBIE	HI-TECH
TOM AND JERRY	HI-TECH
BLACK BASS LURE FISHING	HOT-B
ADVENTURE ISLAND	HUDSON
TRACK MEET	INTERPLAY
4 IN 1 FUN PACK	INTERPLAY
HAMMERIN' HARRY	IREM
MINI PUTT	JVC
BOULDERDASH	JVC
Q*BERT	JALECO
SPY Vs SPY III	KEMCO
BEETLEJUICE	LJN
SPIDERMAN II	LJN
PYRAMIDS OF RA	MATCHBOX
SUPER SCRABBLE	MB
POWER MISSION	NTVIC
FASTEST LAP	NTVIC
PACMAN	NAMCO
SPANKY'S QUEST	NATSUME
ROBOCOP II	OCEAN
ADDAMS FAMILY	OCEAN
DARKMAN	OCEAN
SUPER HUNCHBACK	OCEAN
MONOPOLY	PARKER BROTHERS
BOGGLE	PARKER BROTHERS

CES SHOW

No official UK release dates have been revealed for any of these titles, but as soon as we know more, you will too.



MARVEL-OUS ACTION

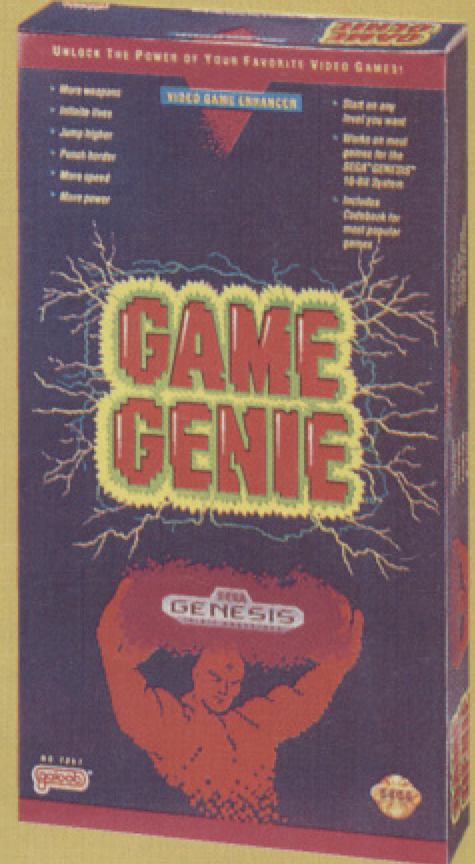
The Winter CES revealed four new console games based on characters licensed from Marvel Comics.

Perhaps the most exciting game is to be released by Acclaim. Spider-Man and the Uncanny X-Men teams the web-swinger up with the top bunch of Marvel mutants in a potentially mega game planned for release on the Super NES later on this year. Acclaim are also programming a follow-up to their Spider-Man game for the Gameboy - no further details are available at present. Acclaim's final Marvel title concerns the digitised NES exploits of the adamantium-clawed Wolverine (one of the X-Men who went solo) in an interesting looking platform romp.

Data East are jumping onto the super hero bandwagon with a Nintendo conversion of their average Captain America and the Avengers coin-op. There's plenty of platform-related beat 'em up action in this one, but alas, only one other Avenger (namely Hawkeye) has been included in the conversion.

GAME GENIE: MORE NEWS

Galoob and Codemasters are quick to point out that their Sega Megadrive Game Genie system is almost complete. If you didn't know, the Game Genie enables Megadrive players to get extra lives, energy and weapons for plenty of games just by entering a code before the game begins. Unlike Nintendo, who took Galoob to court over their NES version of the Genie, Sega have given this exciting device their coveted Seal of Quality and are promising to back it up 100 percent. A UK release is expected in the summer of this year.



GAMEBOY

SWORD OF HOPE II	SEIKA
FISH DUDE	SOFEL
ALTERED SPACE	SONY
HUDSON HAWK	SONY
HOOK	SONY
BLASTER MASTER BOY	SUNSOFT
BATMAN II	SUNSOFT
HOME ALONE	THQ
ATTACK OF THE KILLER TOMATOES	THQ
THE FLASH	THQ
PITFIGHTER	THQ
BO JACKSON CROSS TRAINING	THQ
SWAMP THING	THQ
ADVENTURE OF STAR SAVER	TAITO
KNIGHT QUEST	TAITO
TECMO BOWL	TECMO
NINJA GAIDEN SHADOW	TECMO
SNEAKY SNAKES	TRADEWEST
JACK NICKLAUS GOLF	TRADEWEST
SUPER OFF-ROAD	TRADEWEST
STAR TREK	ULTRA
WORLD CIRCUIT SERIES	ULTRA
ULTRA GOLF	ULTRA
DAEDALIAN OPUS	VIC TOKAI
AEROSTAR	VIC TOKAI
SPOT	VIRGIN
PRINCE OF PERSIA	VIRGIN

MEGADRIVE

ALIENS III	ARENA
BACK TO THE FUTURE III	ARENA
BATTLEMASTER	ARENA
PREDATOR II	ARENA
SPEEDBALL II	ARENA
JUNCTION	BIGNET
HEAVY NOVA	BIGNET
RAIDEN TRAD	BIGNET
HEAVY NOVA	BIGNET
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RBI-4	TENGEN
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ROAD RIOT 4WD	TENGEN
STEEL TALONS	TENGEN
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WHEEL OF FORTUNE	GAMETEK
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DEVILISH	SAGE'S CREATION
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NEW FROM NINTENDO
NEW FROM NINTENDO

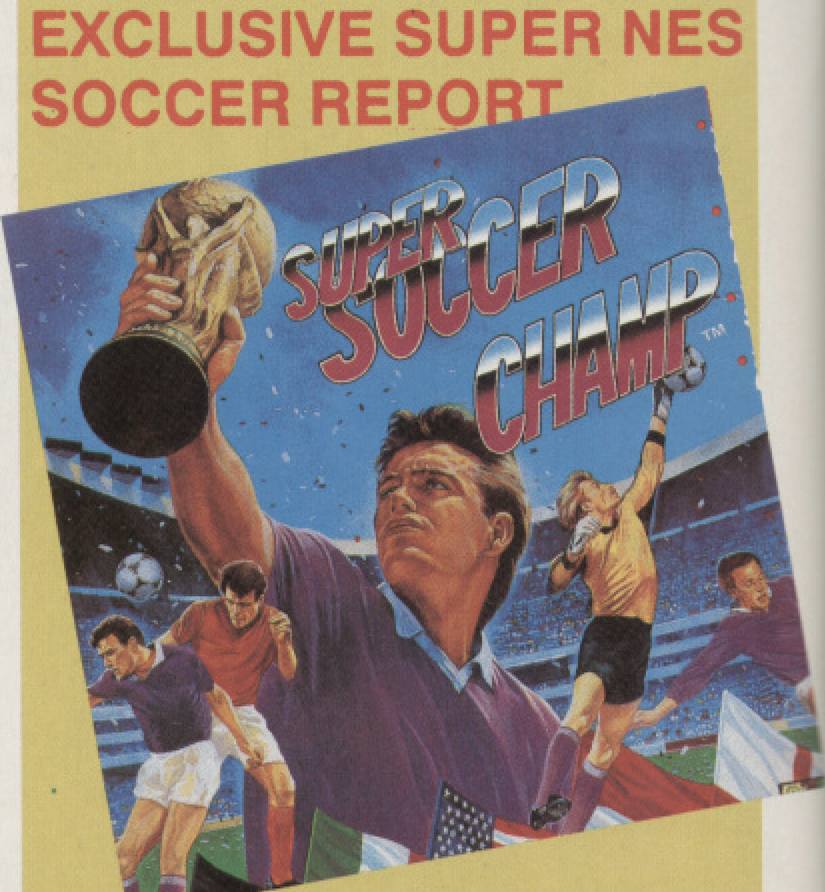
CES SHOW

GUNFORCE HITS SNES



Irem's brilliant arcade blaster Gunforce is currently being converted to the Super NES by Irem themselves. Featuring simultaneous two-player action and mind-boggling graphics, this looks like a shoot 'em up that shouldn't be missed.

EXCLUSIVE SUPER NES SOCCER REPORT



After the mournful debacle they called Pro Soccer, the Super NES football scene is looking far more healthy these days. Nintendo have just announced that they've grabbed the rights to Human Corp's Super Formation Soccer and will be officially releasing the game in the UK later this year under the name of Super Soccer. Taito are also entering the Super NES footballing scene with Super Soccer Champ, a souped-up conversion of the popular European Soccer Champ coin-op. And finally, Jaleco have decided to convert their festering football failure GOAL! to the SNES. Hopefully it'll bear no resemblance to the original Nintendo sad mockery of soccer and will be a totally all-new game. We'll fill you in when we have more information.



Microprose, famed for their computer simulations, are set to release plenty of amazing new products for the Nintendo, Super NES and Megadrive.

F-15 Strike Eagle II is one of the greatest PC flight sims ever, requiring the use of arcade skills along with flight sim abilities. This is scheduled for release on all three formats, although it's going to be called Super Strike Eagle on the SNES.

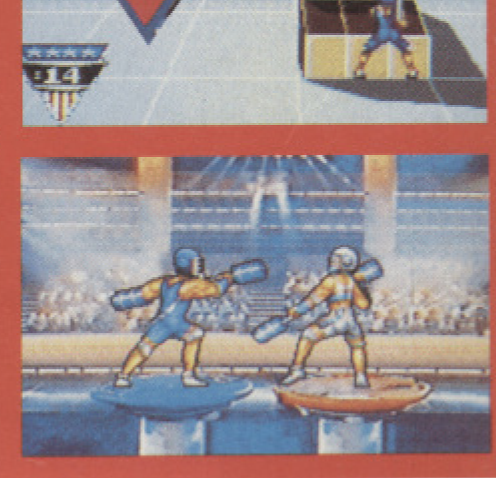
Railroad Tycoon is a Sim City-esque game, casting you as the founder of a railway system. It's your job to make sure that your rail system grows and prospers, rather than declines into a mournful, shambling debacle of locomotive "travel" like British Rail. Super NES and Megadrive versions should be available in the States later on this year.

Finally, Microprose have gone back to their roots by releasing a 16-bit version of one of their oldest simulators, Solo Flight. This is a non-combat simulator, concentrating on the joys of learning to fly. Only a Megadrive version has been confirmed, but a SNES version remains probable.

AMERICAN GLADIATORS

Anyone who watches late-night TV must have seen the superb American Gladiators programme. It's a brilliant game show in which contestants battle the eponymous Gladiators in a series of very physical events. Gametek have grabbed the rights and are currently programming Super NES and Megadrive versions of the game. The SNES version was on display at the show and looks very impressive, with digitized graphics and effects and all the events from the TV series. Gametek have no UK release plans at present, but we'll keep on pestering them until they do!





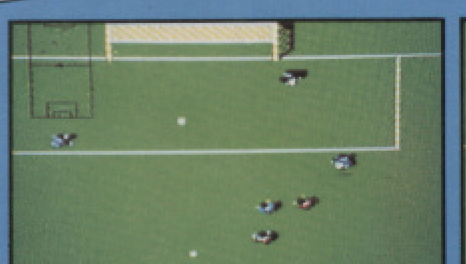
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- Fun to Play









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Injury and Extra Time. Red and Yellow Cards. Set Piece Free Kicks and the famous AFTER TOUCH to let you bend, swerve and dip the ball. Plus a host of other options.

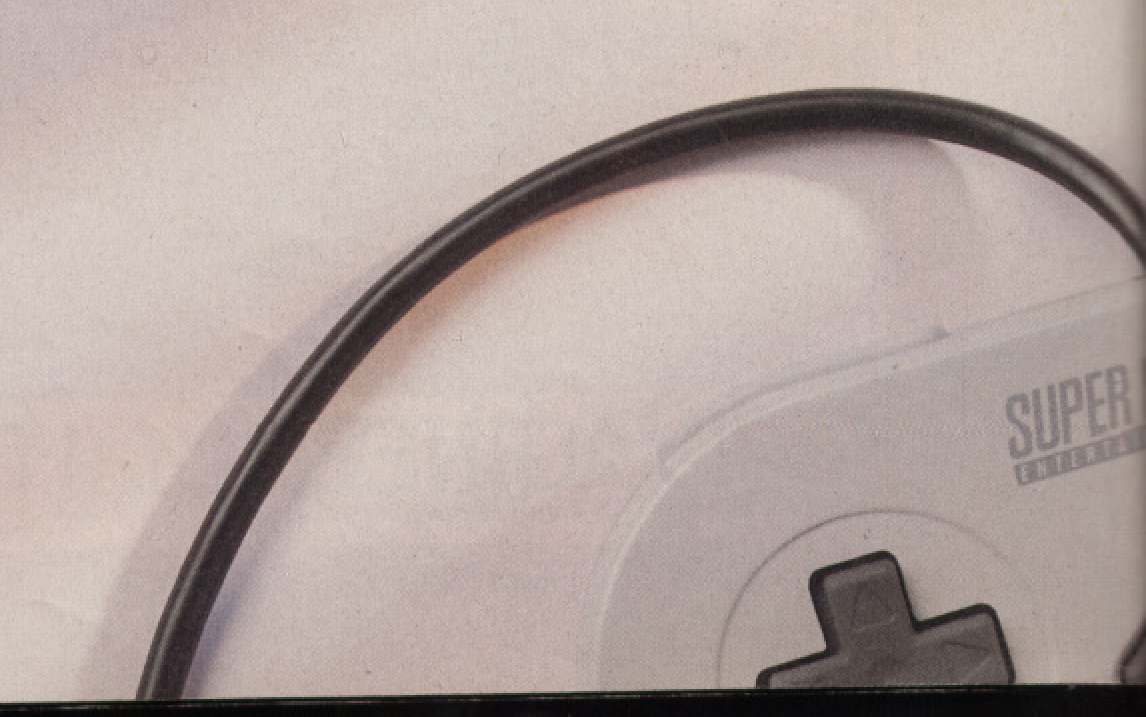
Cup, League and Euro Trophy Competitions with PENALTY SHOOT OUT.





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SO WHEN DO
THE SUPER
WILL BE



YOU RECKON NINTENDO HERE?





REVIEW

Using all manner of cunning trickery and political manoeuvring, an evil Middle East dictator named General Killbaba has successfully launched a military attack against a small neighbouring nation. Overwhelming the peaceful country with instruments of destruction, the inhabitants are ruthlessly hunted down and enslaved. Due to the tense political geography of the area, the United Nations are unable to take direct military action against the offending nation, but there is hope...

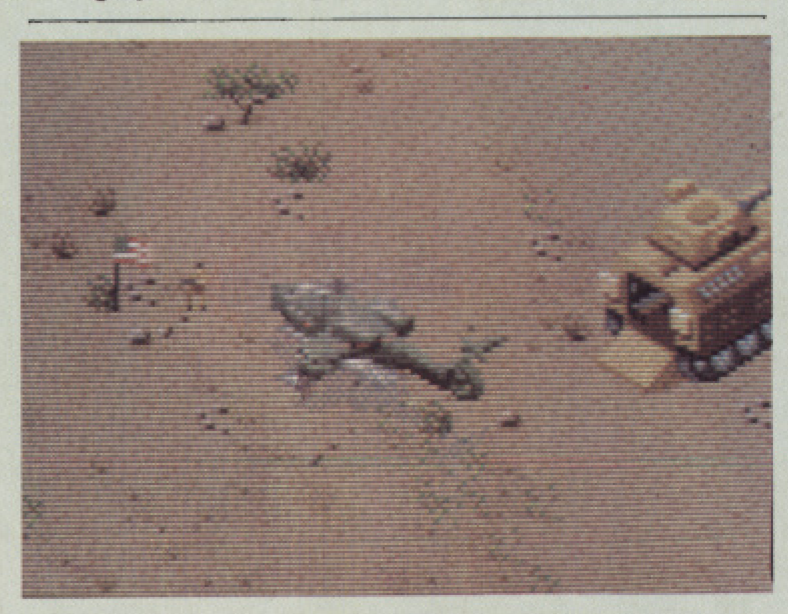
In between wheezing, collapsing and suffering various heart attacks, the US President devises a devious plan with which to remove the dictator and send his forces packing. Sending in a lone Apache helicopter gunship with a back-up support warship, the President believes that a short, sharp series of attacks should get the job done.

Operation: Desert Strike is initiated and the warship dispatched. Once the vessel nears the shores of the occupied country, further details of the mission are revealed. It transpires that the gunship must infiltrate five occupied strongholds and use its advanced weaponry to take out various targets designated by the mission controllers.

Dotted around the map are extra supplies, consisting of ammunition, armour and fuel for the gunship. Also found around the desert landscapes are MIAs (friendly soldiers Missing In Action behind enemy lines) who are rescued for extra points and may even supply some useful information once they are returned safely to the Desert Strike HQ. Double agents whose cover has been blown may also make their presence known. Rescue these disguised fellows and some of the enemy's twisted battle plans may be unveiled.

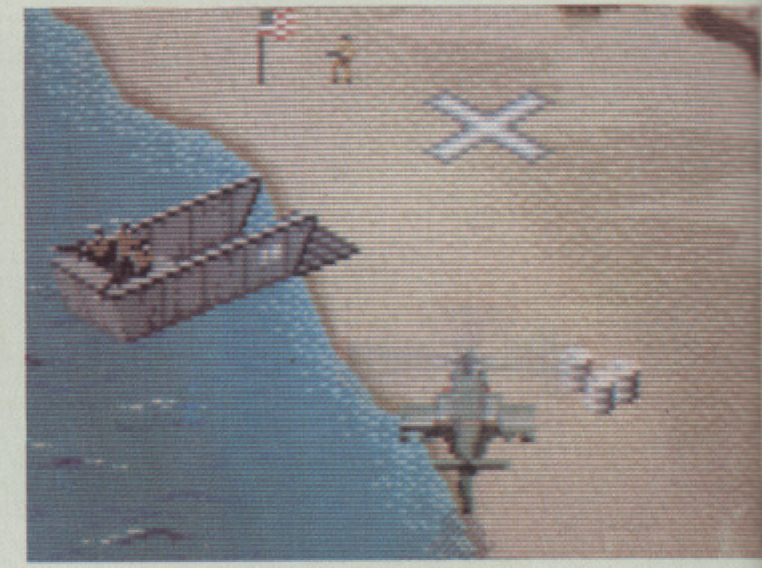
The enemy nation have not made things easy for you. During their short occupation, they have commandeered military posts armed with massive cannons and SAMs (Surface to Air Missiles). Enemy planes and choppers may also make an appearance. Not surprisingly, finding an advanced US gunship on their newly-acquired territory causes them to fire at you without provocation. Luckily you have full authority from your superiors to use any methods available to complete your mission (in other words, you're free to blow the hell out of anything you want!).

But remember, your gunship only has a limited amount of armour and should the enemy forces get through your shielding, you're history fly boy!



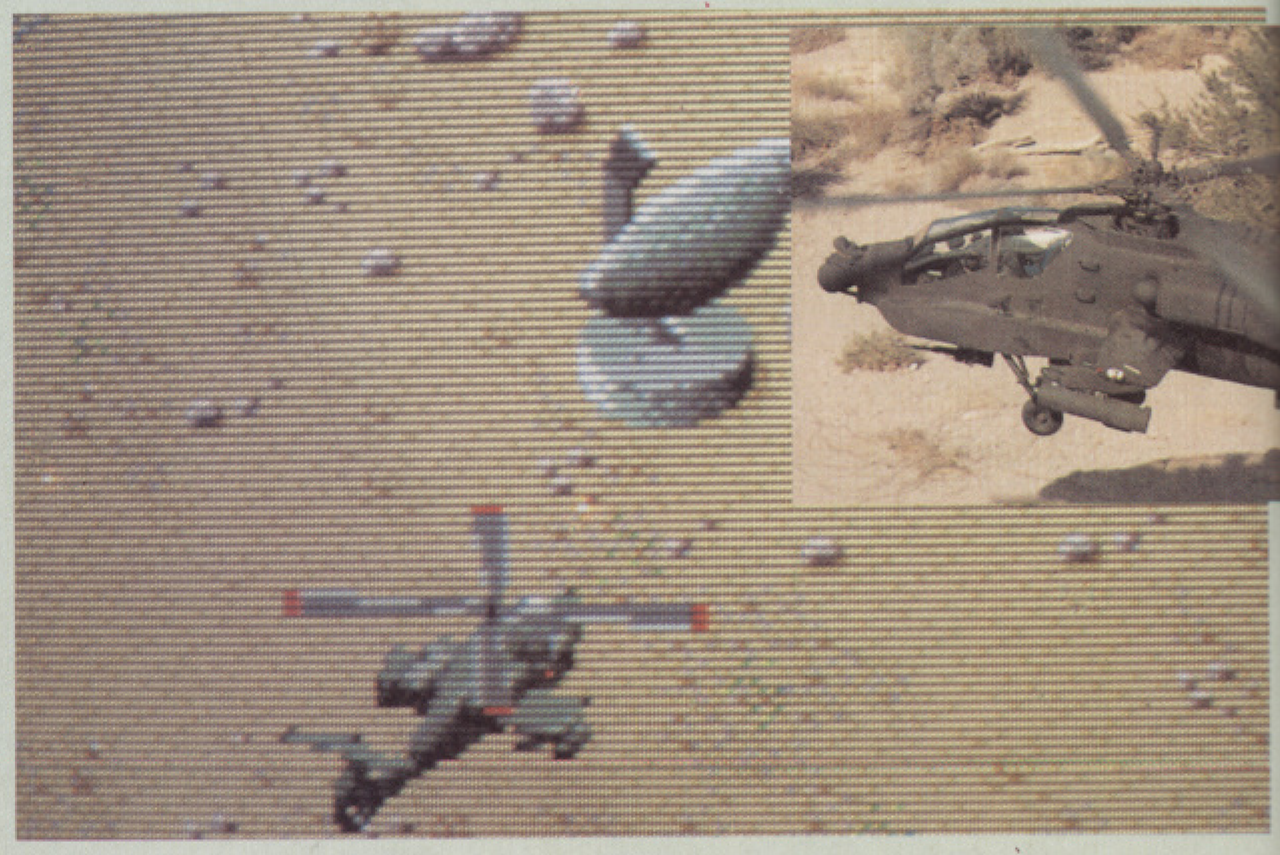


▲ *Your commander-in-chief gives you the full low-down between each mission. As you can see, he doesn't mince his words...*



▲ *This is one of two landing sites.*

DESERT STRIKE
RETURN TO TH

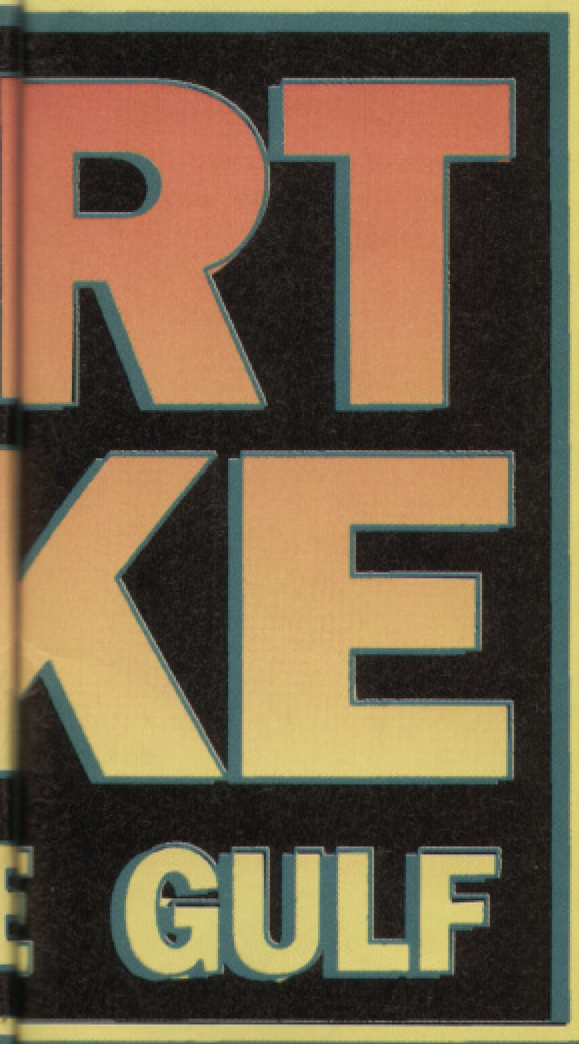


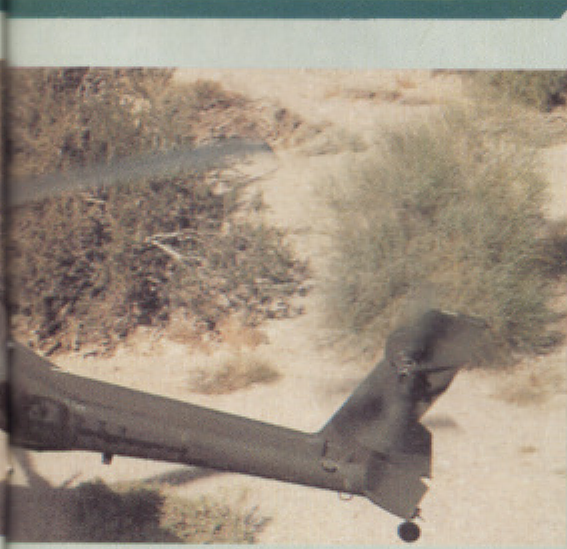
▲ *These radar towers must be annihilated!*













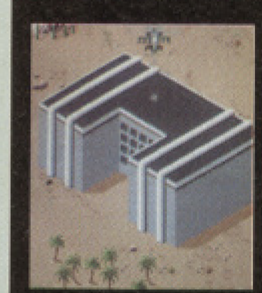
PROFILE
AH-64 APACHE



The gunship you control in Desert Strike is the McDonnell Douglas AH-64A Apache, the final word in helicopter gunship technology.
LENGTH: 17.77m
HEIGHT: 4.67m
WING SPAN: 5.24m
WEIGHT: 4,885kg
POWER: 2 x General Electric T700-GE-701 turboshaft engines
MAXIMUM SPEED: 227 mph

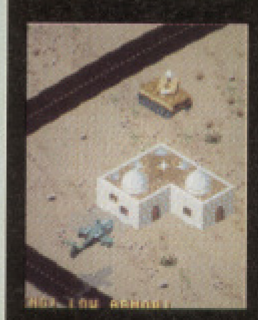
ARMAMENT

Your Apache gunship is equipped with three forms of offensive weaponry:



CANNON

Obviously, this is far weaker than the missiles, but it's just the ticket for taking out smaller targets. One thousand rounds of ammunition come as standard.



HYDRAS

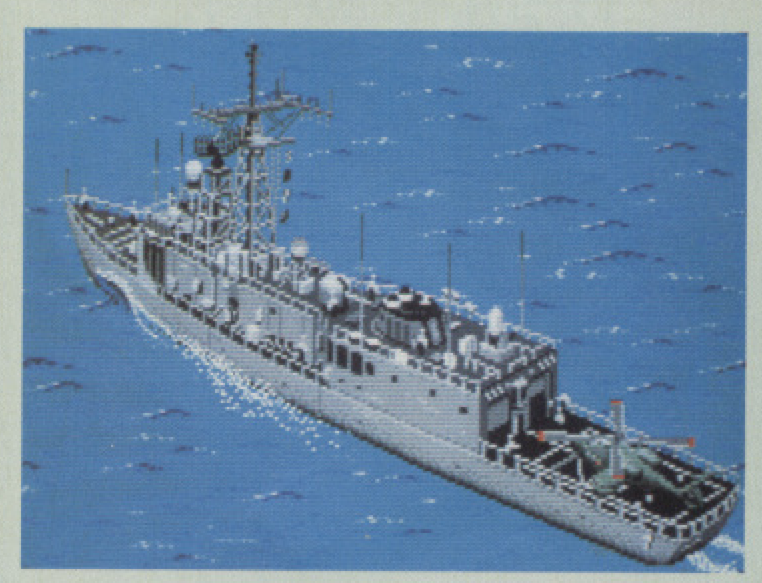
Although not as powerful as the Sidewinders, these missiles are perfect for taking small cannons or SAM sites. Unfortunately, their range isn't quite as impressive as the Hellfire's either.

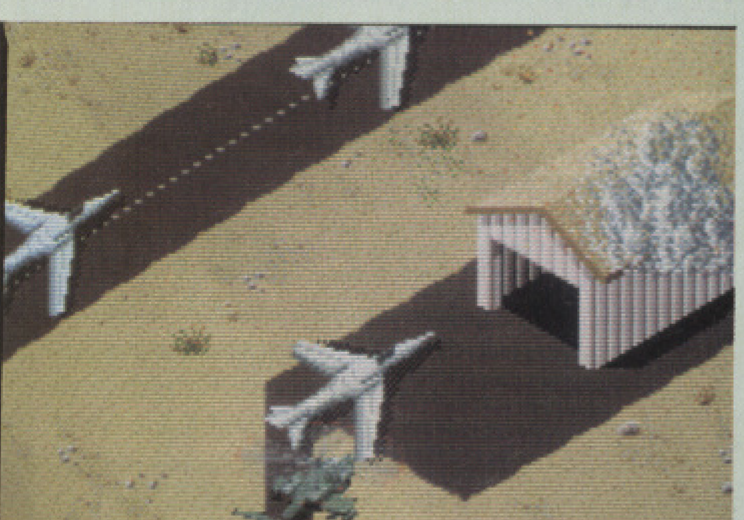


HELLFIRES

These missiles are the most powerful weapon packed on-board your Apache gunship. Their range and destructive potential cannot be beaten by anything the enemy throw at you. The supplies of Hellfires are very limited, so use these with care.

▲ *This is what happens once you lose all of your armour. You start with 600 points. A normal gunshot takes off one or two points. A well-aimed SAM or guided missile deducts up to 100!*





COMMENT

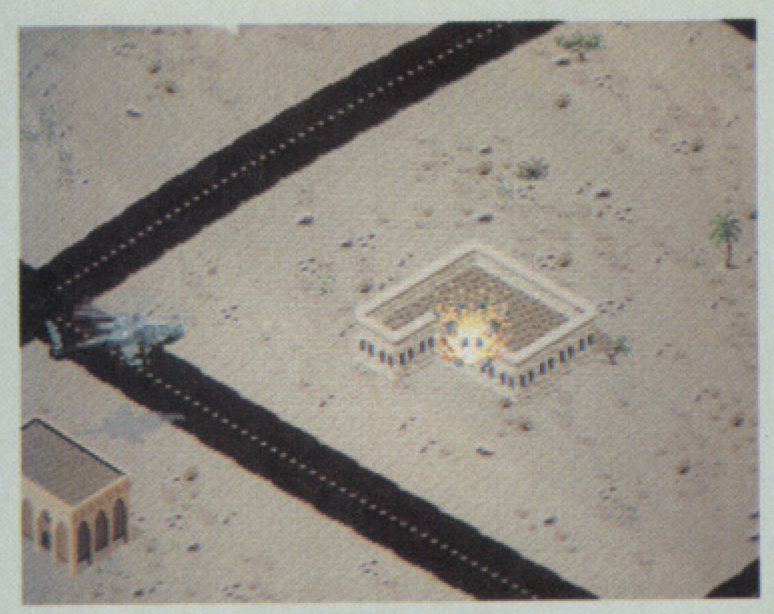


JULIAN

Similar in concept to a superb old C64 computer classic called Raid on Bungeling Bay, Desert Strike is another absolutely cracking title from Electronic Arts. It's basically a very sophisticated shoot 'em up with loads to do. The gameplay is brilliant and I love the way you can tackle things in any order you like - searching for MIAs first, destroying a power station or taking out the airport! You've also got to think ahead and work out optimum routes so that you leave yourself with enough fuel and ammunition to be able to complete all the assignments in that mission. Things get very tense when supplies are low and you've still got an assignment to finish AND return to the frigate to complete the level! The graphics (particularly the helicopter sprite) and the sound are both excellent and the whole game is beautifully presented with cut-screens, mission details and map screens galore! But how long will all this excitement last? Ruddy ages, that's how long! There are five main missions, each with ten sub-missions, and later ones are incredibly difficult. And even if you get through them all, you still return to see whether you can score more points and find things that you might have missed. Desert Strike is the one of the finest Megadrive blasters yet seen, and you'd be bonkers to miss it.



REVIEW

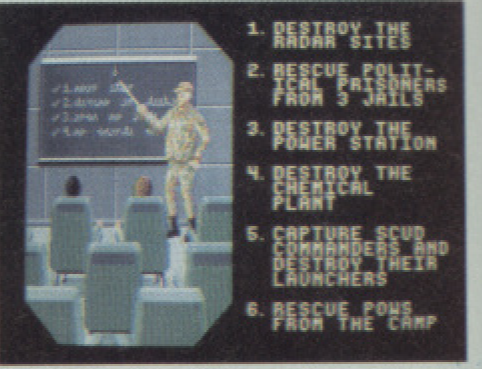


▲ *On level two, prisoners must be busted out of a top security enemy installation. Use your weapons to blow away a wall and winch up the survivors.*

THE STRATEGY MAP

Pressing START brings up the overall campaign map Using the simple controls, you can find out what targets make up the entire mission, along with the positions of other enemy strongholds that may cause a problem. Intelligence also keeps you briefed on the whereabouts of MIAs, double agents and supplies.





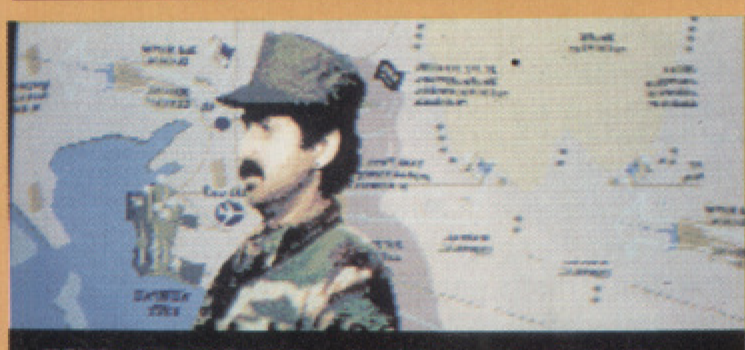


▲ *These tanks first appear on level two. As you can see, they're deadly*

CUT SCENE ACTION

At the start of the game, you're treated to a brilliant attract sequence, where General Killbaba reveals his plans for Middle Eastern domination. He also drowns a traitor in a vat of boiling water (!) and slaps his deputy around the face for the sheer fun of it! Between each level, yet more Killbaba-related action is revealed!

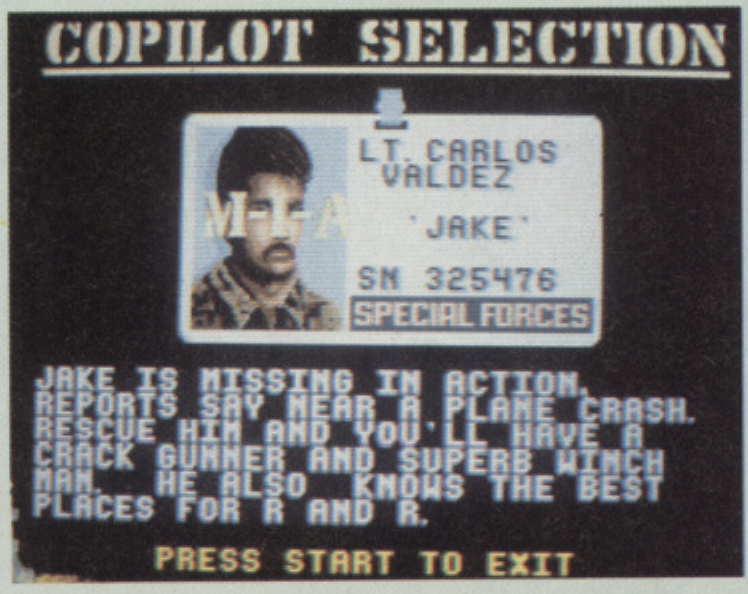








▼ *You can choose a number of decent co-pilots at the start of the game but the best is missing in action. Scour level one!*



CO-PILOT THRILLS

At the start of the game, you choose your co-pilot for the mission. The co-pilot's job is to work the winch and aim the weapons you fire. Watch out though, because some co-pilots may be excellent marksman but could be complete imbeciles when it comes to using the winch. The best co-pilot in the game is missing in action, but you should be able to find him during the game.






THE DANGLY BITS

Being able to find extra fuel and weapons isn't much good unless you're able to pick them up safely from the air. Luckily, the Apache is kitted with out with a natty winch that automatically lowers itself when you hover over a box of supplies. This winch also comes in handy for picking up double agents and MIAs.

A DANGEROUS ASSIGNMENT

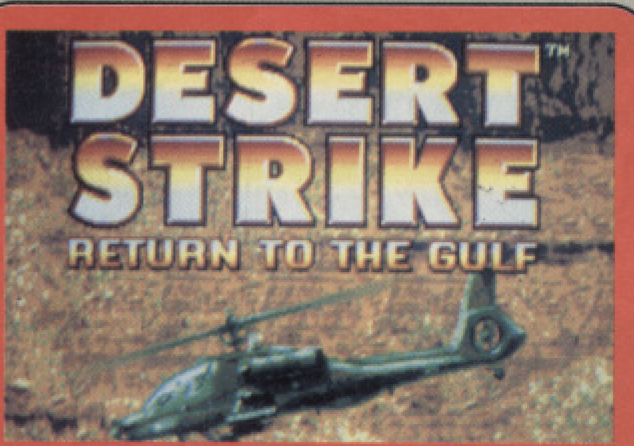
Mission targets should be destroyed in the order suggested by Desert Strike Command HQ. Should you attempt riskier targets without taking out previous threats, you are instantly in high danger. You can usually tell, owing to the large number of bullets whizzing through the air in your general direction.



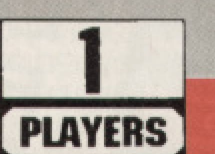
COMMENT

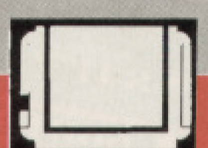
RICH

Desert Strike begins well with an excellent introduction and some brilliant Rob Hubbard tunes. This quality extends to the game itself. It's not an all-out shoot 'em up as such. Of course, there are loads of enemy soldiers and targets to blow up, but the limits to your missiles, fuel and ammunition make you think before you blast. Adding variation are the sub-tasks, like picking up the MIAs and returning them to base. The graphics are excellent. Although some of the backdrops look a bit repetitive, this is more than made up for by the brilliant definition and animation on all of the sprites. The gunship in particular is excellent. Desert Strike is also a very challenging game. You should be able to complete level one during your first session, but after that things get incredibly difficult with enemy tanks, SCUD missile launchers and bazooka-toting soldiers making things a bit trickier! Definitely the best Megadrive game this month, Desert Strike is a worthy purchase.



BY: EA
PRICE: £39.99
RELEASE DATE: FEBRUARY
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: SUPER






PRESENTATION 96%

A fab opening sequence, cut screens, brilliant in-game presentation and a choice

GRAPHICS 91%

Minutely detailed and well-animated sprites along with decent backdrops.

SOUND 89%

Completely brilliant music and atmospheric effects.

PLAYABILITY 95%

The chopper is easy to control making for some excellent blasting action.

LASTABILITY 92%

Five stages might seem meagre, but there are loads of sub-missions and later levels are extremely tough.

OVERALL 94%

A brilliant, original Megadrive game that will keep blasting fans entertained for weeks. Grab it before it sells out!

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- Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy,cheats, etc. etc. with your favourite games.
- With its advanced ASIC hardware design the Action Replay cartridge canreact to new games as they appear-the latest parameters are published in yourFREE monthly issues of GAMEBUSTER magazine.
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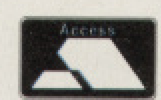
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MEAN YOB!

More letters. What would we do without them? And what would we do without YOB to answer them? If you've got anything remotely interesting to say, write in. The address is: MY FRONT DOOR IS VERY LUCKY BECAUSE IT'S GOT A BIG SHINY KNOB MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The best letter of the month gets £150.00 worth of software. All the rest get nothing, because that's the kind of guys we are.

TOO MUCH MONEY, IT'S NOT FUNNY

Dear Mean YOB,
I thought I'd write to express my views on the extortionate pricing of both hardware and software. I honestly can't see the current console boom continuing for very long unless prices come down.

Take Sega for example. They claim their games are mostly directed towards children (which explains the amount of challenge to be found in most of their games) but how can many children afford to splash out thirty-five pounds every time they fancy a new game?

Despite any excuses they throw at us (cartridge costs etc) there is no reason why our games should cost twice as much as Japanese games.

Again it seems that company profit comes before the customers.
Jason Sabouril, Clapham, London
YOB: What you haven't thought about is that Sega games aren't made in the UK and they all have to be specially air freighted in from Japan or the States, which costs a lot of money. Plus there's the fact that most retailers don't discount their games like they do in America and Japan, so you're forced to pay the manufacturer's recommended retail price which is essentially the highest price they can ask. Irritating isn't it - but then that's what you get for living in Britain.

SUPREME THICKIE

Dear YOB,
I've just got a Megadrive and I've heard everyone rant and rave about John Madden's Football, but I don't know how to play the game, or should I say, I don't know the rules. I feel as if I'm missing out on a really special experience. Could you please educate me?
N Southern, Kirby in Ashfield, Notts
YOB: Go out and buy a book about American football rules (there's a very good one available for only £4.99) and watch the sport on Channel 4. And just in case you need telling, 'cos you're obviously completely thick, pull your trousers down before having a dump.

BACK ISSUES NO WAY

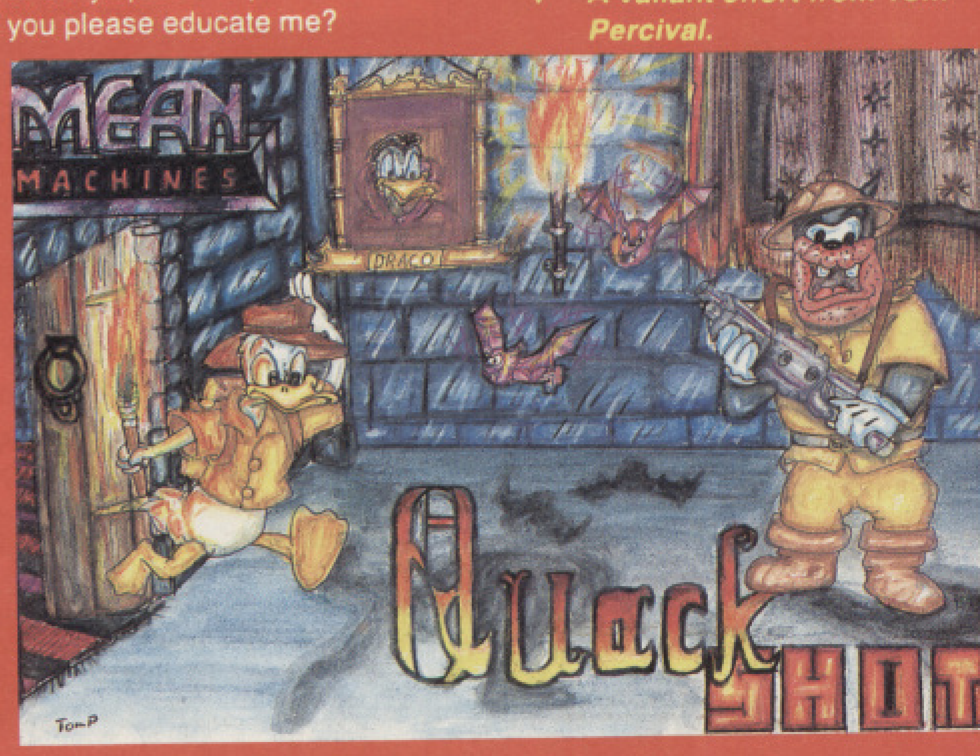
Dear YOB,
I would like to congratulate you on such a wonderful Christmas issue. I particularly liked the hologram of Super Mario and the 196 pages. I shall cherish it for life and frame it. Once again I would like to congratulate you and the team on such effort over the year. Here are some questions to tackle.

1. Will there ever be any back issues because I have only started collecting from issue 13?

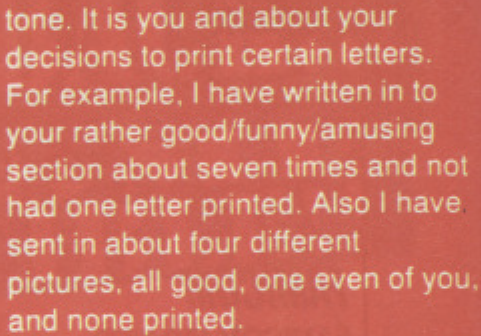
2. I was looking through a dictionary one day and saw "console" in it. It said "To give comfort or sympathy". Is this where they got the word from because my Megadrive comforts me anyway?
Lucy J Fulford, Winson Green, Birmingham
YOB: We might so some kind of Best of MEAN MACHINES treasury edition later in the year, but there's no chance of any back issues I'm afraid - you'll just have to advertise for them in Megamart. 2. Yup.

SAD

Dear MEAN YOB,
I am writing to you in a very sour



▼ *A valiant effort from Tom Percival.*

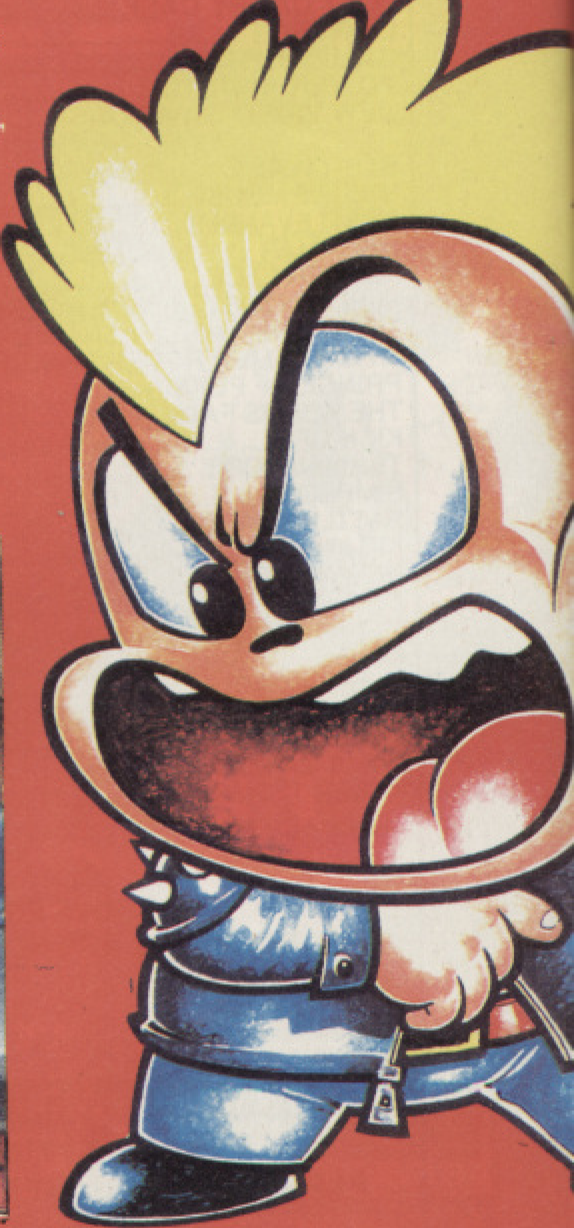


tone. It is you and about your decisions to print certain letters. For example, I have written in to your rather good/funny/amusing section about seven times and not had one letter printed. Also I have sent in about four different pictures, all good, one even of you, and none printed.

At college my mate Maxine thought the one of you was good enough to print and yet you refused. Please print this as I am sure many readers with mates at college called Maxine feel the same.
Michael Price, Hedge End, Southampton
YOB: All your previous letters were complete and utter crap, despite what your "mate" thinks. The only reason why I'm printing this one is because I can poke fun at your singular lack of talent and gross ineptitude.

SKILL SUGGESTIONS

Dear YOB,
Yo! How's it hanging? Today I got the bus down the town centre to collect my copy of MEAN MACHINES from WH Smiths.





▲ ***Oz gets his revenge in this pic from Jevon Mower of Halesworth!***

When I got into the shop I realised how right you were about copies of your brilliant magazine selling out fast. There were only four copies left! When I was going home on the bus I glanced through the pages of your brilliant publication and I was amazed at the excellent quality of the magazine, though I have some suggestions that I think might improve your magazine. Here are my suggestions:

I think having a back issues section would be a great help.

What about a subscription offer?

You should sell more MEAN MACHINES merchandise.

How about selling games through mail order?

Why don't you include a game diary which tells which games come out which months. This could include ratings, formats and comments.

Christopher McDonnell, Hartlepool, Cleveland

YOB: Thanks for your suggestions - they're pretty good. I've passed them on to Jazza and he's put them in the pockets of his special brill new idea trousers.

ACTION STATIONS? NO WAY

Dear YOB,

My name is yours truly. I wrote not long ago and I forgot to add something on. I live in a very small town in Australia not anywhere near Woolworths so could you send me an ACTION STATION for Nintendo and Sega? I own a Sega Master System and a Nintendo Gameboy so your ACTION STATION will be much needed.

Your magazine is totally excellent and your reviews are outstanding.

Reuben Porter, Proserpine, Queensland

YOB: No way! What do you think we are? A charity for sad Aussies?

▲ ***Thanks to Stephen Large of***

MEAN YOB!

BANDWAGON JUMPING?

Dear MEAN YOB,
I am writing to complain about Sega. I own a Sega Megadrive and am very pleased with it. But Sega are producing terribly boring and easy games. Most of my games (which are mega) are by Electronic Arts. But as I look through brill mags such as MEAN MACHINES, CVG and Complete Guide to Megadrive I see that Sega are trying to out class EA. Here are some examples:

Sega Ice Hockey vs EA Ice Hockey

Joe Montana's vs John Madden's

Super Real Basketball vs Lakers v Celtics

I could go on. Now it's "Oh! Electronic Arts are bringing John Madden's '92 out so we (Sega) better bring a game out to challenge it." and sure enough, POP, out comes Joe Montana 2.

I'm really peeved off. Why can't Sega think of and design their own games instead of ripping Electronic Arts off. If I was director of Electronic Arts I'd damn well do something about it. Why don't Sega stop and make their own games because they could never produce anything better than any Electronic Arts game. Now onto playing games. I am not saying Sega Sonic was challenging Robocod (EA) but my mate reckons that Sonic is better than Robocod, is it? Well, I told him to kiss my ass and don't be thick.

P Spooner, Hillsborough, Sheffield

YOB: An interesting point, but I think you're being unfair - games are developed in strict secrecy, so I don't think there's any idea stealing going on. I think that what happens is that companies see that there's a gap in the market and race to develop a product - rather like the movie industry where you get spates of certain kinds of film all cropping up within a few months of each other.

DON'T LIKE THE SEGA ADS?

Dear YOB,
At last, Sega have got round to giving the Megadrive a proper advertising campaign, but unfortunately we see two seconds of the games and the rest of the ad is taken up with some dimwit and martial arts rubbish.

Regarding the Christmas issue, I loved it! The mag arrived with perfect timing, on my birthday. I was a bit disappointed by the hologram, I'd just got a much smaller version with CVG. Thank God you changed the layout of the reviews! The demo issue's reviews were a bit simplistic.

Why does every console mag seem to have an "exclusive" review of Sega Sonic? It reminds me of the papers.

Finally, are we going to see any more of Radion's cartoons? They were excellent.

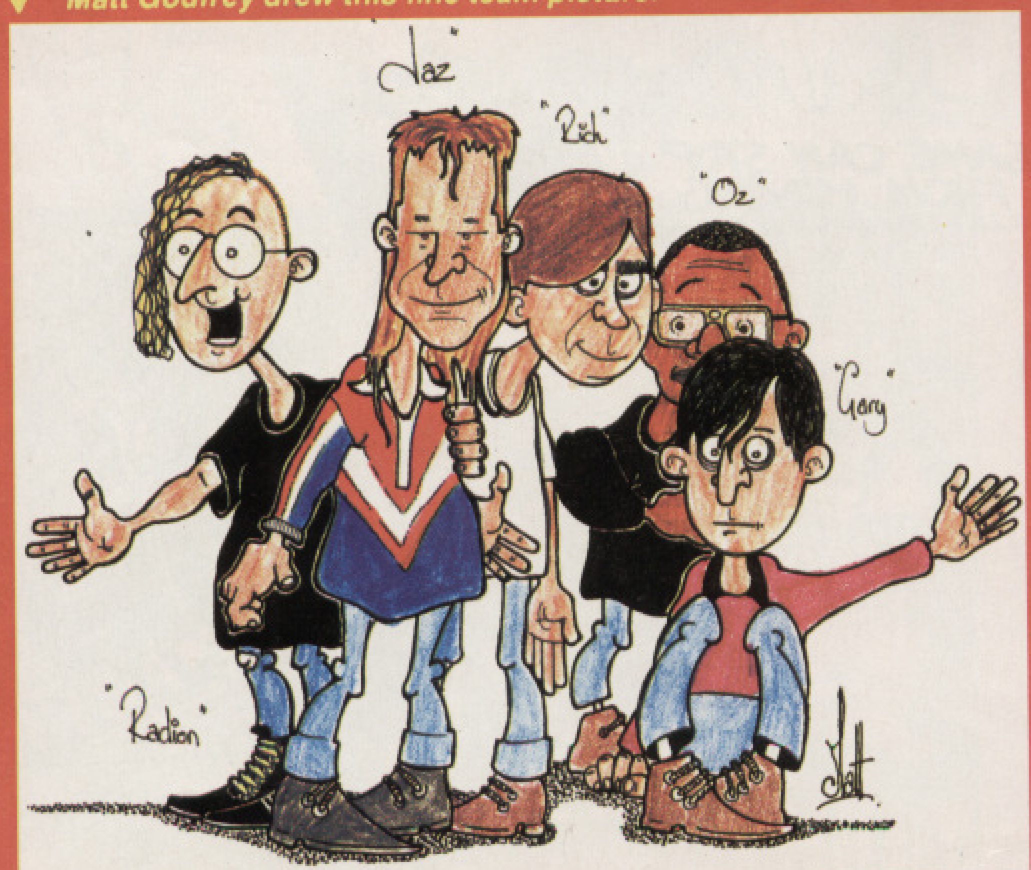
Matthew, Bury St Edmunds, Suffolk

YOB: Radion is a busy beaver, but we'll try and goad him into doing some more cartoon tomfoolery.



▲ *Tom Percival depicts Radion as a demented fetishist - how did he know?*

▼ *Matt Godfrey drew this fine team picture.*





WWF SAD FLUFF DEBACLE

Dear YOB,
Connect the aerial lead from your Megadrive that goes to the television and just put it on the aerial from your pocket TV (joining them with sellotape would work). Now tune your pocket TV in the usual way. When you've got Megadrive graphics on the screen, you can use the Megadrive joypad to play.

This will also work with the Atari ST and the Game Gear, so if you've got a pocket TV you can save money on a TV tuner.

James Goff, Sheffield, Yorks

YOB: What a retard.

PIRATE CONSOLES

Dear YOB,
I am very, very, very annoyed. I have recently heard of the DAC Nintendo compatible. Surely you or Nintendo aren't going to let these fly by cowboys get away with this? They need their heads kicked.

Andrew Malvisi, Crieff, Scotland

YOB: The great Nintendo legal steamroller is currently moving onto this subject as we speak.

MEAN YOB!

BURGER ME SIDEWAYS

Dear MEAN MACHINES,
Your Oz Burger comp got me thinking. Meat companies always insist that their hamburgers contain real beef, but this can mean of any quality or any proportion of it. Most hamburgers actually contain very little meat. If you knew what the rest was you wouldn't want to touch it, let alone eat it. While the cows are alive they are continually injected with chemicals and hormones which then end up in your hamburger.

That's one good reason not to eat hamburgers, another is that meat companies exploit third world people. They clear forests and take land from poorer countries to graze cattle for hamburger chains. The people are then left with little or nothing to survive on so they end up having to destroy what is left of the surrounding environment.

If you do insist on eating meat then buy organic, it is healthier for you, kinder to the cow and fairer for the third world.

Information about organic meat and other organic foods, plus a safe list of meat (costing 2.00) can be obtained from:

The Soil Association, 86-88 Colston Street, Bristol, BS1 5BB.

Linda Walton, Bury St Edmunds, Suffolk

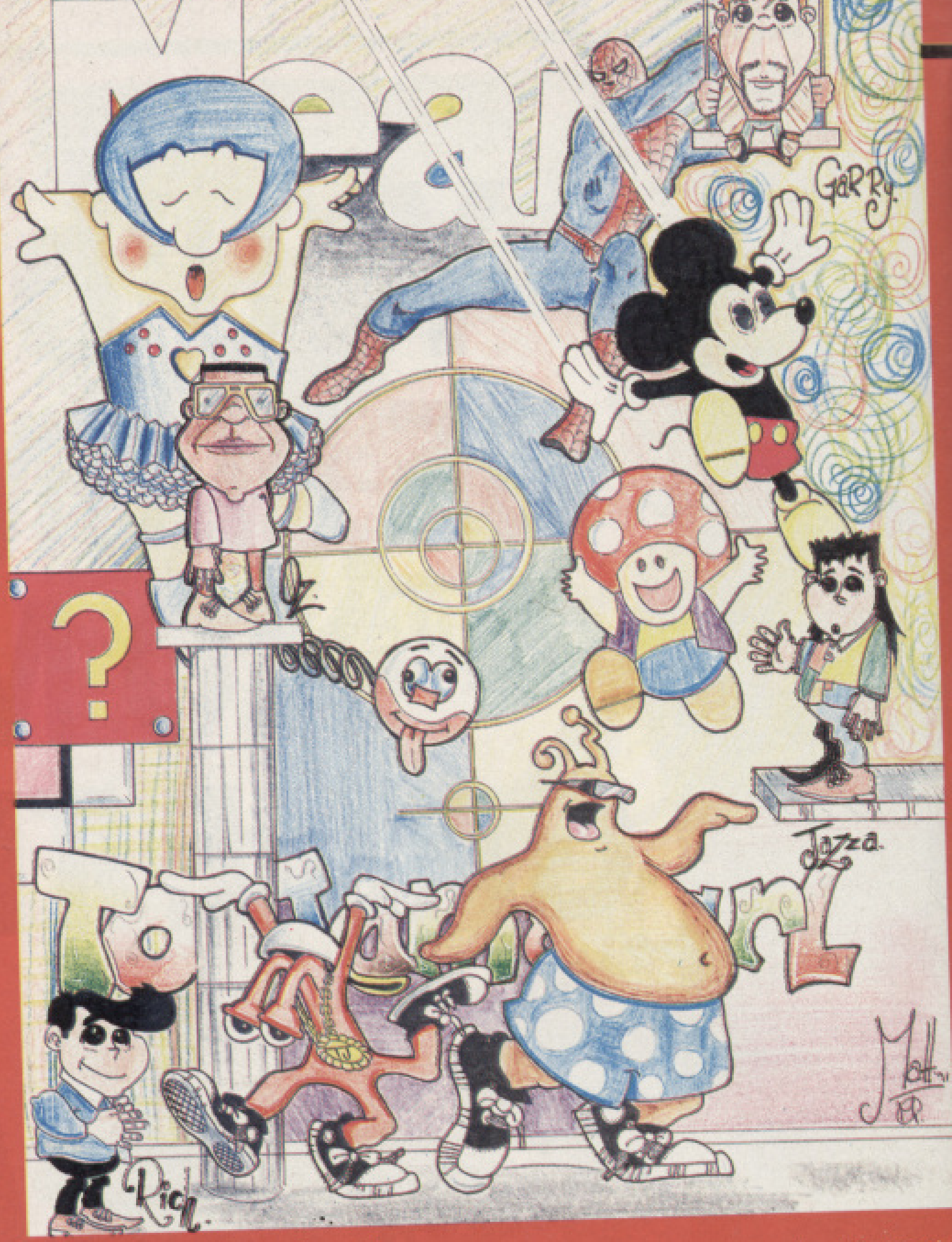
YOB: I watched a programme on Channel 4 last year about how the burger chains make beefburgers. It pulled no punches in showing the disgusting way that cattle are killed and sliced up - sometimes while the beasts are still half alive - by people using giant chain saws. And while I'm wise enough to know that there's nothing I can say or do to stop people from guzzling burgers, it is something you should think about. Why not occasionally try alternative fast foods, - or even try a spicy bean burger every now and then.

ACTION REPLAY FOR SAD BABOONS

Dear YOB,
I have owned a Master System for two years now, and have decided to sell it and buy a Megadrive. Recently when I was reading the Christmas edition of MEAN MACHINES I noticed an advert called the Action Replay cartridge, so I read on. It says that it is a latest craze that lets you have unlimited lives etc. Is this a sad excuse for the manufacturers of said item to make a quick fifty pounds or am I wrong? I agree that for sad, shambling baboons of players (like the CVG lot) this would be a good idea, but won't this spoil the gameplay and lastability of your cartridge? I don't know a lot about the Action Replay cart but in my opinion it is a sad excuse for Sega hardware, when you spend forty pounds on a game you want total fulfillment out of it don't you?

Andrew Buttery, N Wales

YOB: I think the idea of the cartridge is that if you ARE a shambling baboon it lets you cheat away to your heart's content.



▲ *Matt Godfrey returns!*

CONSOLE ACCELERATION

Dear MEAN MACHINES,
I don't know whether you have heard about accelerator boards available for the Amiga 500, 2000 etc but they enhance the speed at which the computers process data. So the Amiga 500 has a CPU speed of 7MHz and can be as much as 40MHz, also the ECS (Enhanced Chip Set) and soon a new sound chip are in the making. So to cut a long story short instead of Commodore just trashing the A500 and bringing out something else, they have just decided to update the chips in the machine. So why don't Sega and Nintendo and others do the same instead of just making a whole new machine??

The Megadrive may change the games world with its CD-ROM but with all this technology it is still only able to display 64 colours at once! The Neo Geo is able to display 4096 colours at once from a pallette of 65000+ colours and shades, and that is a console alone. If you're to have huge CD-ROM games you need more than a farty 64 colours.

N Southern, Kirkby in Ashfield, Notts

YOB: I asked Jazza and he says that the good thing about console games is that you CAN put improved chips into game cartridges - Nintendo's Super Mario III has an MMC6 chip with bigger memory, more colours and better sound capability than a normal Nintendo game chip. Sega are working on a new generation Megadrive games chip as we speak - we'll fill you in when we have more information.

▼ *Matt Godfrey returns!*
MARIO vs SONIC





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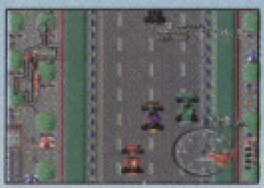


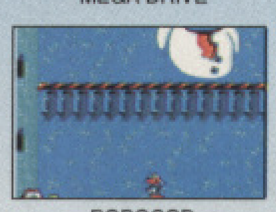
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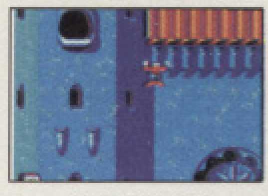
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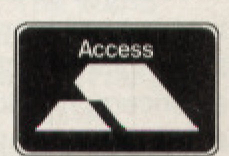
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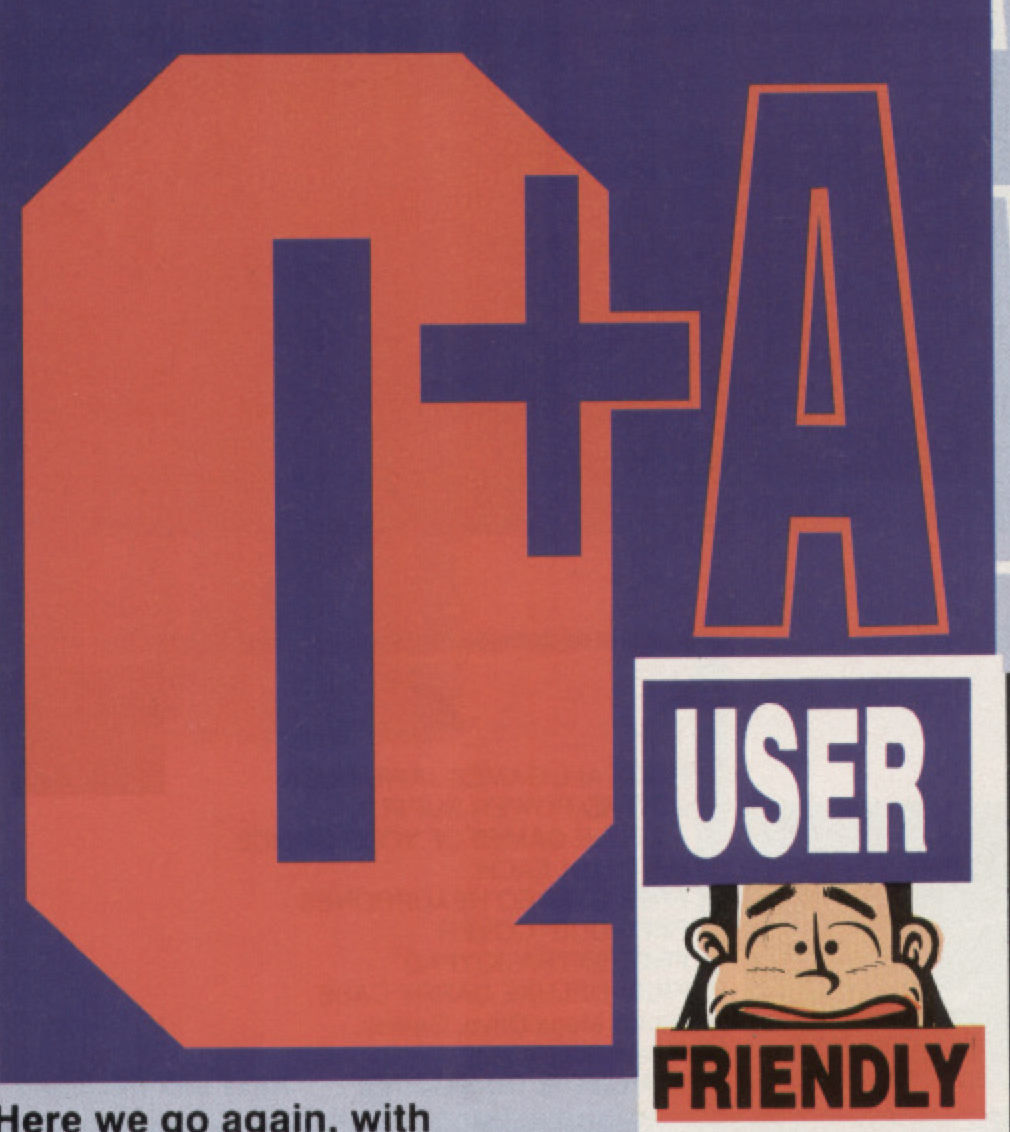
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Here we go again, with another steaming pile of questions for that long-suffering console genius Jazza. He's got his rather ripped, but extremely stylish special answering trousers of doom on and is, as we speak, ready to answer all your queries. If you've got anything to ask, write to: MY LETTER CONTAINS MORE QUERIES THAN SAN FRANCISCO, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ROD

Dearest Julian,
Having adopted such a fawning tone, please help me out with these questions:

1. Given the following set of circumstances, would you recommend a Game Boy or a Game Gear?

I travel a lot and spend much time in hotel rooms, therefore battery life on either machine is not a concern, nor does the console strictly have to be pocket-sized. Also, since I have a Megadrive at home, I will only need purchase, at most, four or five games for my hand-held, although they will have to have long-term appeal.

2. Having played platform games since the days of "Manic Miner" and "Jet Set Willy", I am constantly on the lookout for games of this ilk which will afford me a real challenge and will last. Bearing in mind that I finished Sonic in two days after I bought it and Mickey Mouse on my sixth attempt, what would you recommend?

Recently a certain importer (who I shall mercifully allow to remain nameless) claimed that official UK Megadrives were both PAL and SCART at the same time. Is he talking a heap of trouser fudge as I sneakingly suspect?
Stuart Cameron, Airdrie, Strathclyde

JAZ: Ooooooooo. A tricky one. I think that the Game Gear would be my choice, simply because you could get a telly adaptor too, just in case you were booked into a room which didn't have one. The other alternative is to buy a Megadrive hard carry case and take it along with you! That certain importer is speaking the truth, by the way. All you need is a Megadrive SCART connector (most specialist computer shops have them) and Bob's your Uncle: fab-u-loso SCART-o-vision.

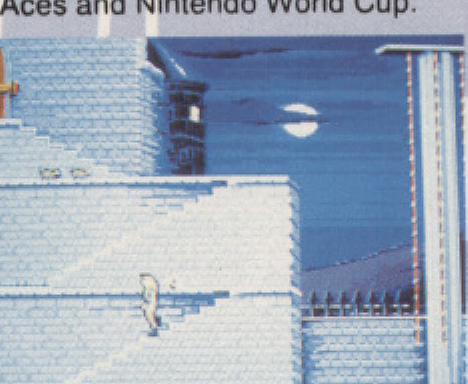
MEMBER

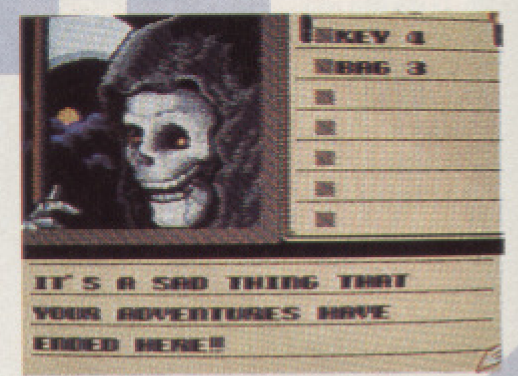
Dear Jaz,
My mate and I often argue about these things so please could you give us an honest answer?

1. Which is worst, Shadowgate or Dark Castle?
2. Which machine generally has tougher games, the Master System or the NES?
3. Is the Commodore CDTV a feeble effort that the Megadrive CD ROM will blow away?
4. Is Master System California Games better than the NES version?
5. Sum up in one word, each game, what you thought of Ace of Aces and Nintendo World Cup.

Tim Spencer, Nottingham

JAZ: 1. A difficult one. On the one hand, Dark Castle is slightly better because at least you can laugh at its comically tragic sound effects. But then again because Shadowgate is a Nintendo cartridge it's big enough to use as a teapot stand - Dark Castle, being a Megadrive cart, is too small for the job. Hmmm. 2. NES. 3. Yep. 4. Yep. 5. Ace of Aces is a horriblydisgustingpileofsteaming cack and Nintendo World Cup is a vilewasteofcashthatshouldneverhaveseenthelightofday





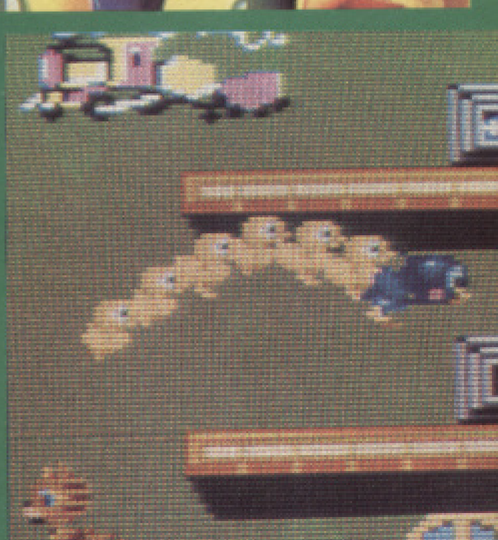


PISTON

Yo Jazza!
I have a question which I'd like you to answer.

In issue 13, you reviewed Flicky for the Megadrive. You gave these awards to it:

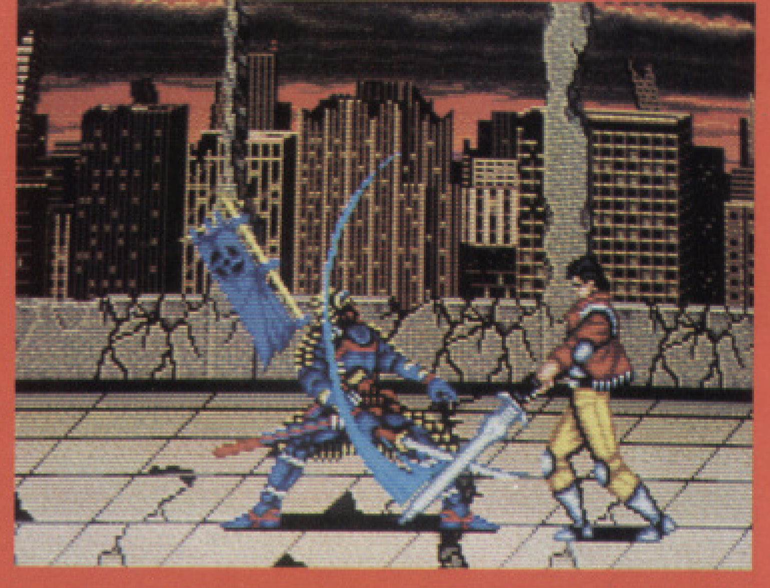
PRESENTATION: 29%
GRAPHICS: 31%
SOUND: 31%
PLAYABILITY: 94%
LASTABILITY: 93%
OVERALL: 92%



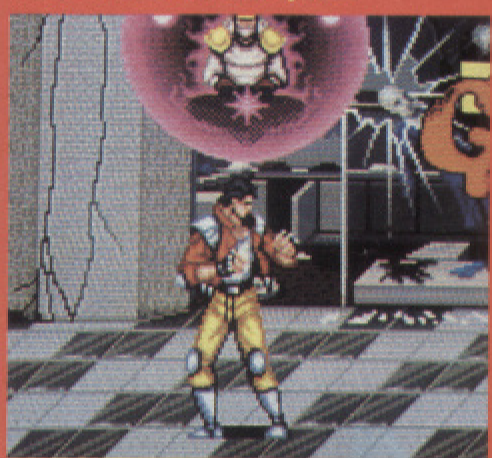
DANGLE

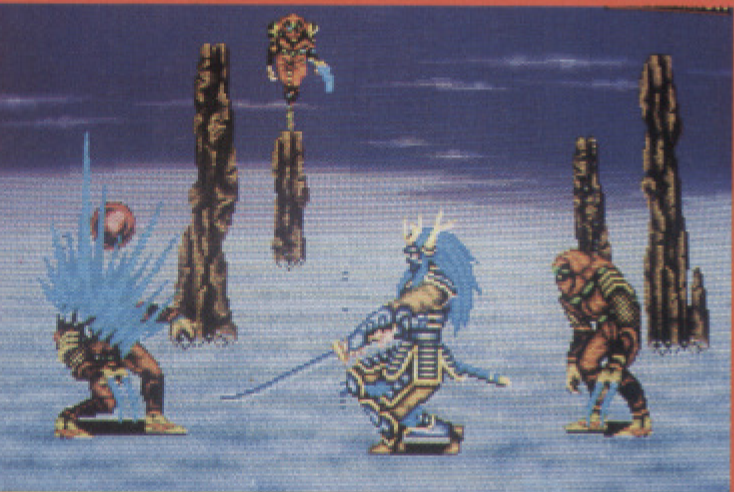
Dear Jaz,
I own a Megadrive and was wondering if my favourite coin-op, Sengoku, will ever appear on it. Also will the Super Famicom, Neo Geo or the PC Engine ever come to Australia? I think MEAN MACHINES is a great magazine, keep up the good work.
Steven Cuttriss, Muswellbrook, Australia

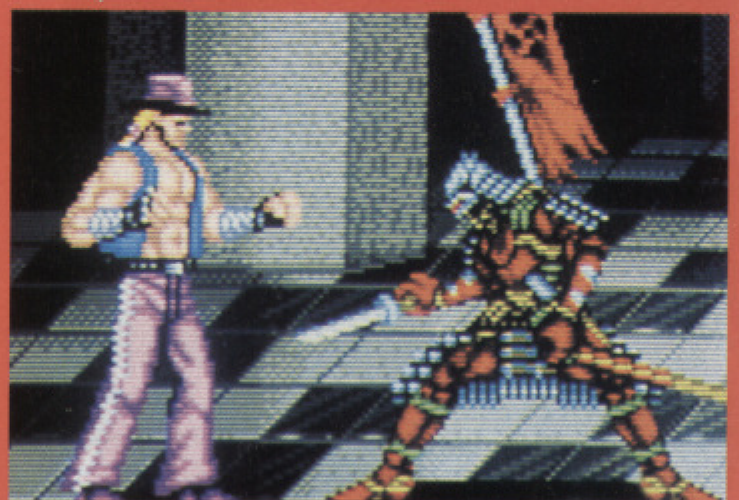
JAZ: Sengoku? No chance - that's a Neo Geo game. The Super NES will be in released in Australia later this year.

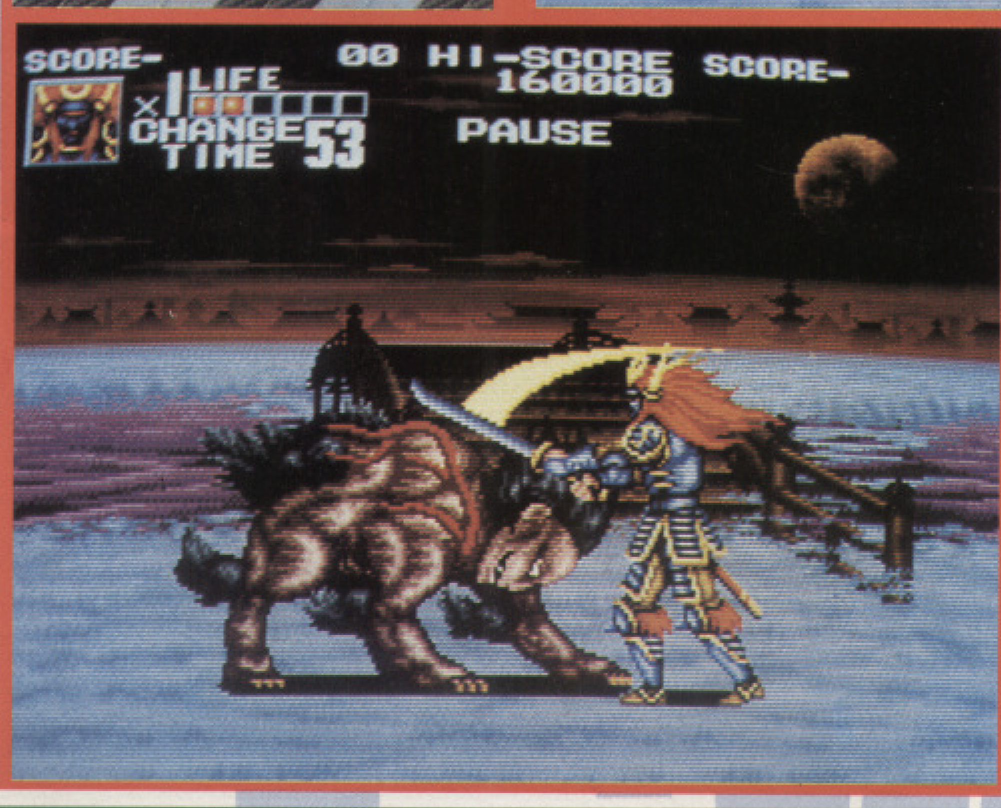












How can this be? You should judge a game by all its good or bad features, not just the good features. Well, how do you make out the overall percentage?
Paul Lirn, Birmingham, W Midlands

JAZ: Doh! We do judge a game by its good and bad features, which is why it scored so badly on graphics and sounds. But when it comes down to the bottom line, it doesn't matter how brilliant or cack the graphics and sound are, it's the gameplay that's all important. You can have the greatest graphics and sound in the universe, but they're worth nothing if the game is dreadful to play. On the other hand, if the game is mega-addictive (like Flicky), you can still really get enjoyment out of the game even though it looks rubbish. The overall rating is an independent mark which indicates what we think of the game itself - whether it's fun and addictive, or a pile o' cack that you'll become bored of within minutes.



LIMP

Dear Jazza,
I have some questions for you to answer and I want some straight answers.

1. Will these games be coming out for the Master System: Streets of Rage, Final Fight, James Pond, Pond II Robocod, Simpsons the coin-op and Golden Axe II and if not why not?

2. Why isn't there any karate beat 'em ups on the Master System recently released?

3. Is the rumour true that the price of Sega games will be coming down in the next year or so?

A Dawson, Unstone, Sheffield

JAZ: 1. Out of all those games, only the Simpsons and Streets of Rage will appear on Master System, and neither will be ready until September! 2. Dunno. 3. Possibly.

HARD

Greetings mortal human,
I've got some questions.

1. Why do you print games with low ratings? I mean why should you do reviews on games that are absolutely crap?

2. Is there any chance of a Moonwalker 2 coming out on the Megadrive?

4. Is there going to be a Link (Zelda) III on the NES?

Sir Goo Gutskweaker the third, the Netherlands

JAZ: 1. So you know that you shouldn't buy them, you stupid clog-wearing, edam-eating cretin. 2. No. 3. Yes, it's available on import now and is officially released in August.

THROBBING

Dear Jaz,
I am your number one fan. So for that I was wondering if you could answer these questions.

1. If the Mario Bros (Mario and Luigi) had a fight against Alex Kidd and Sonic the Hedgehog who would win?

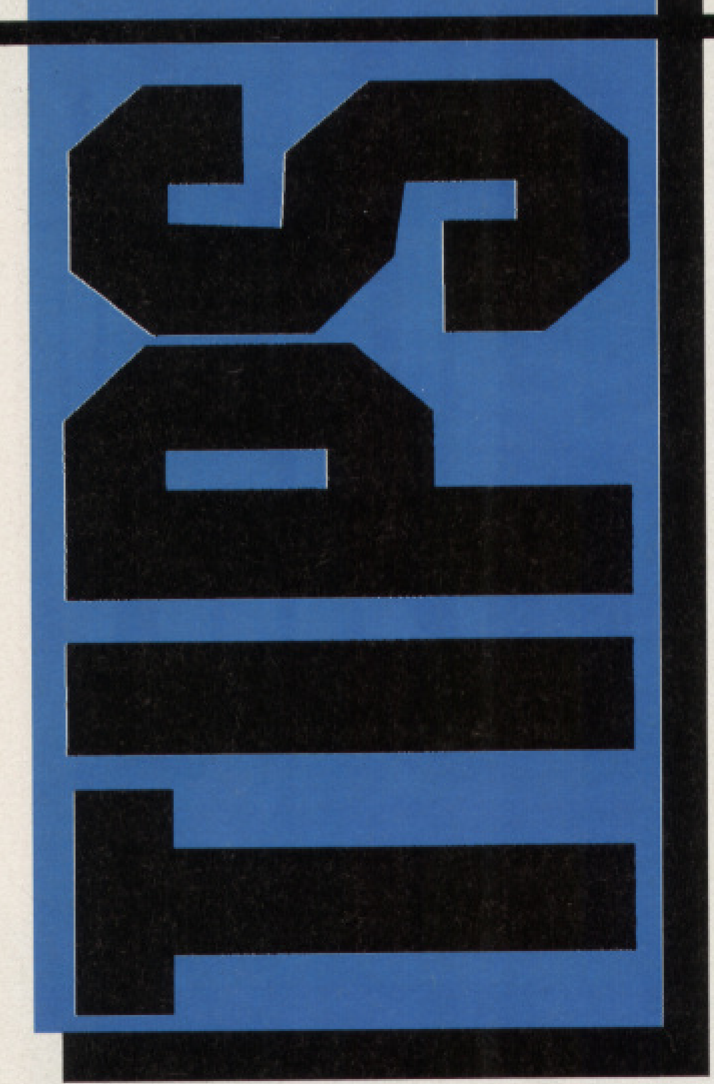
2. Which games are better the Alex Kidd adventures or the Mario adventures?

3. Which console is better for graphics, sound etc the Sega Master System or the Nintendo NES?

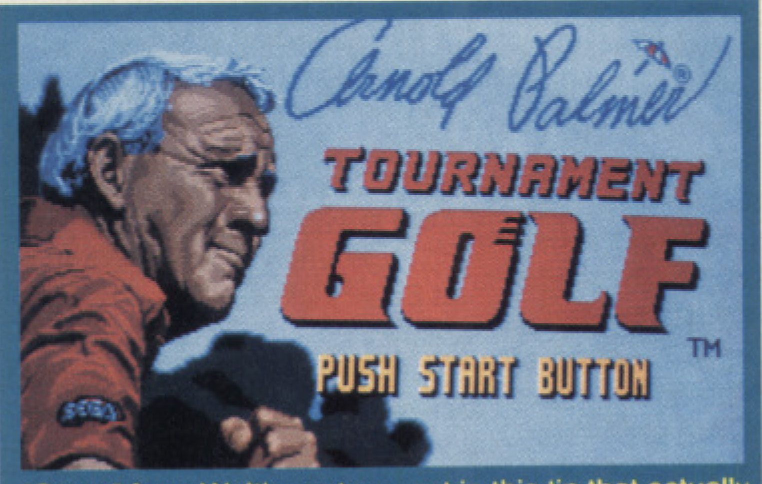
4. Is a colour Gameboy coming out and is it better than the Game Gear?

Greg Brown, Weymouth

JAZ: 1. What sort of a dumb-ass question is that? How the hell should I know? 2. The Mario games dump on Alex Kidd adventures from a great height. 3. NES for sound, Master System for graphics. 4. Don't know - Nintendo are still working on the colour Gameboy.

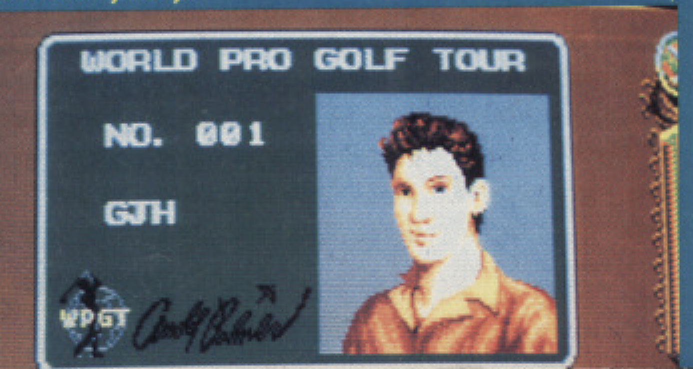


Hiya! Welcome to the February edition of the Tips Section, packed with amazing hints and tips for your console. We've got some completely amazing specials this month including amazing Player's Guides of Donald Duck: Quackshot, Marble Madness and the awesome F-22 Interceptor! Remember, each month we're doling out £150.00 worth of software for the best tips we receive. This month, the goods are winging their way to Justin Harris from Leeds for his F-22 stuff. Just think, if you pull your finger out, next month, it could be you!



"Steve" from Walthamstow sent in this tip that actually allows you to play a mini game of Fantasy Zone on this golf simulation! I know it sounds like a bit of a spin, but we haven't got the cartridge to test it on - doh! Still, give it a whirl - it might just work...

Start the game and take 100 strokes (without sinking the ball). When it says GAME OVER, press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT** and button **A**. The screen should change, enabling you to play Fantasy Zone, or so "Steve" reckons any way.



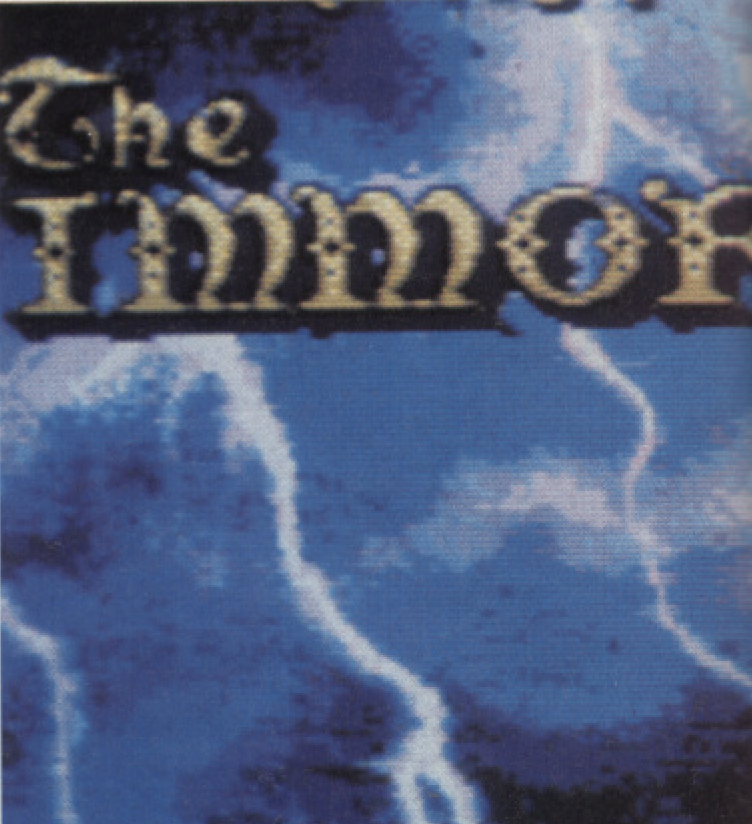
This game is probably one of the most involved arcade adventures you can buy for your beloved Megadrive. Paul Connor from Skerton in Lancaster has decided to share his fine knowledge of the game to you lesser mortals out there. First of all, he's provided the complete solution to the last level.

The dragon's lair is located in the centre of the bottom room. It's in the form of a pit. Don't swing out - let your staff snap and you should fall into the lair. Select Blink magic and use all six spells, then select fire magic, which will protect you from the next blast. Now hold up the amulet, but don't read the runes. Now Mordamir appears and purloins your amulet. Select statue magic and use it three times. Now select the sonic spell, which protects you from the sonic sounds Mordamir chucks at you. After this use statue magic twice again as Mordamir blasts you. The skeleton at the left will now fly at you, so use your last statue magic. Now take the amulet from Mordamir using the magnetic spell, and that's it - easy!

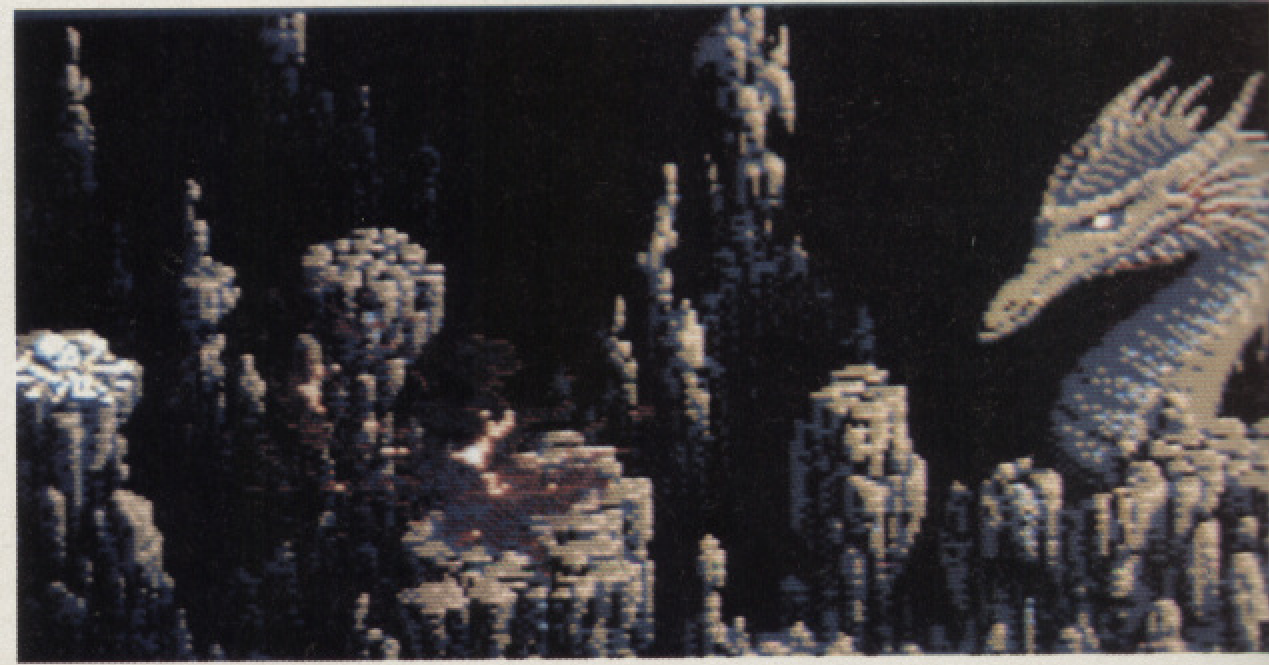
And if you're stuck earlier on in the game, try out these mega codes!

LEVEL TWO:
757FC10006F70
LEVEL THREE:
6E1EC21000E10
LEVEL FOUR:
D9BE53101EB0
LEVEL FIVE:
B57F943000EB0
LEVEL SIX:
563FF53010A41
LEVEL SEVEN:
C250F63010AC1
LEVEL EIGHT:
E011F730178C1









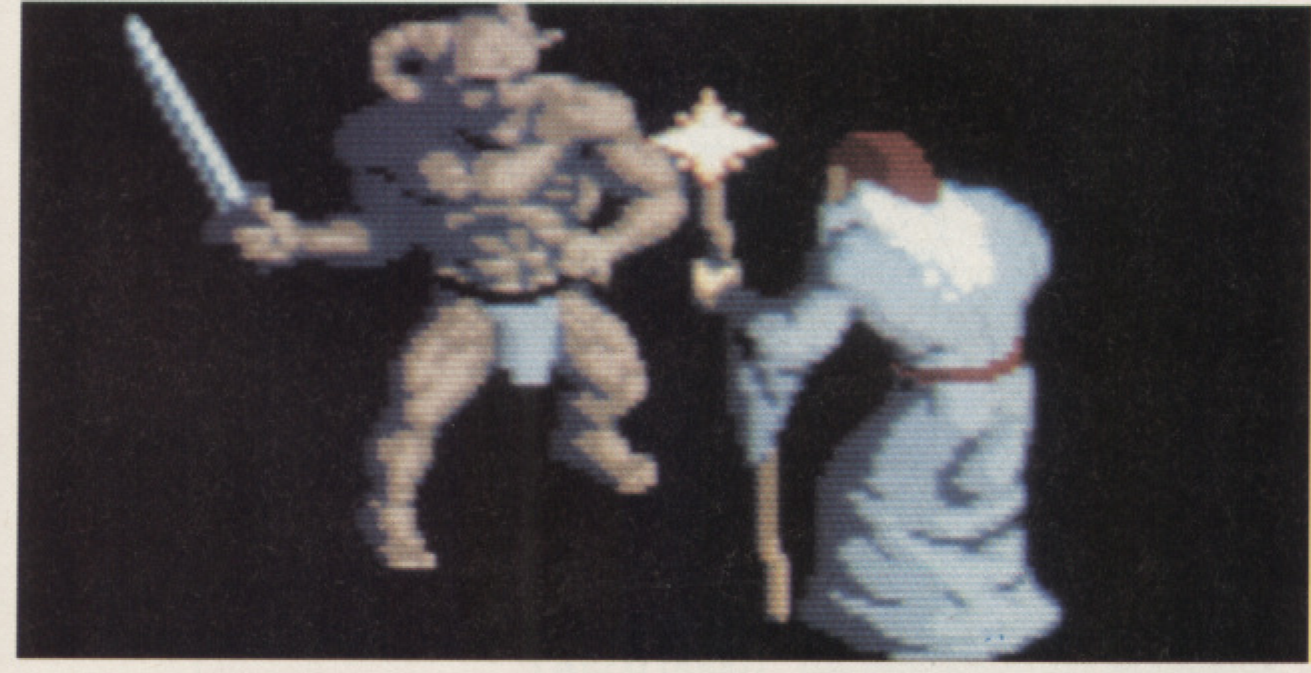
TIPS





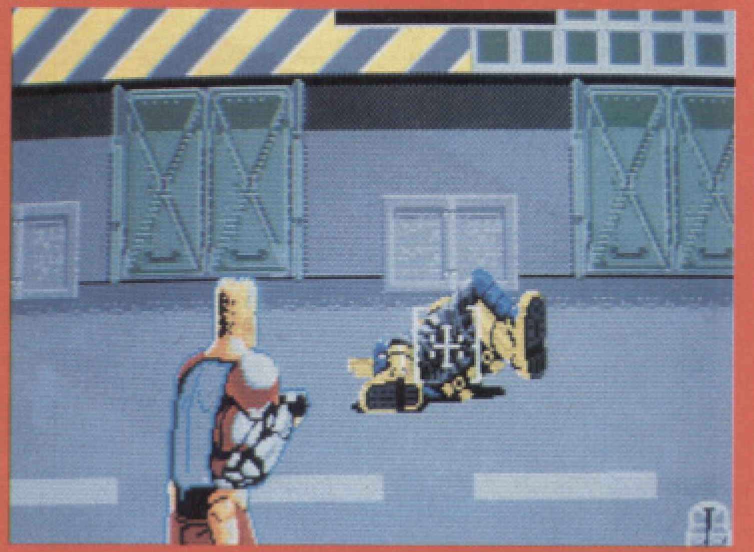


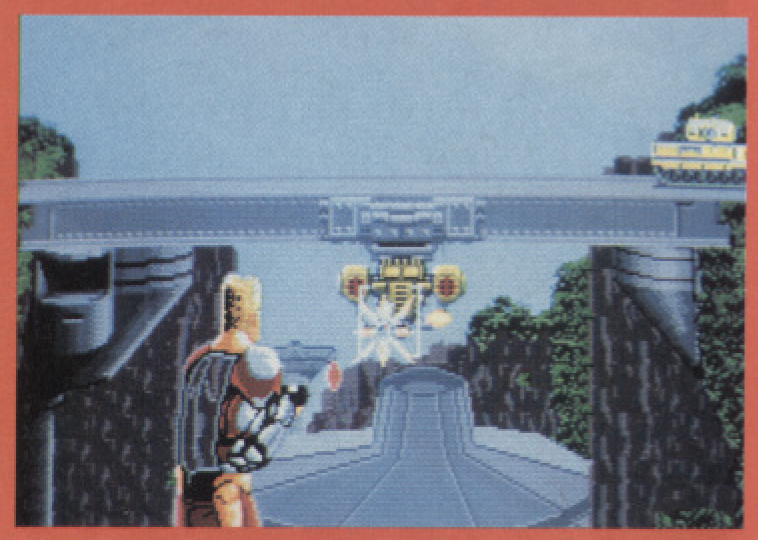


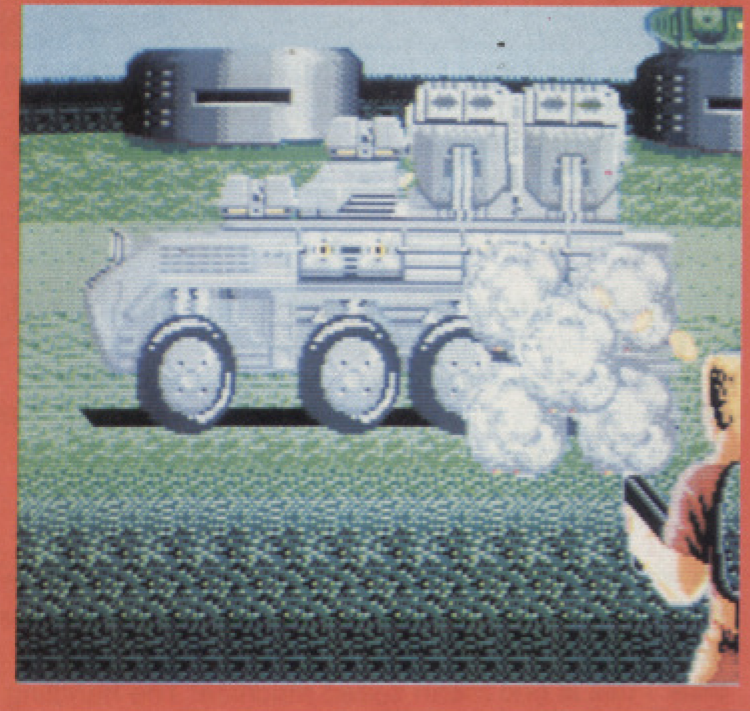




Christopher Keenan from Glasgow sent in this fine tip for the game known in our three dimensions as Dynamite Duke. Press the **C** button ten times on the title screen, then choose the OPTIONS. Press **C** ten times again and you should see a new selection on the menu - SUPER OPTION. Choose this and can choose the final missions with loads of extra lives and continues. Cor!



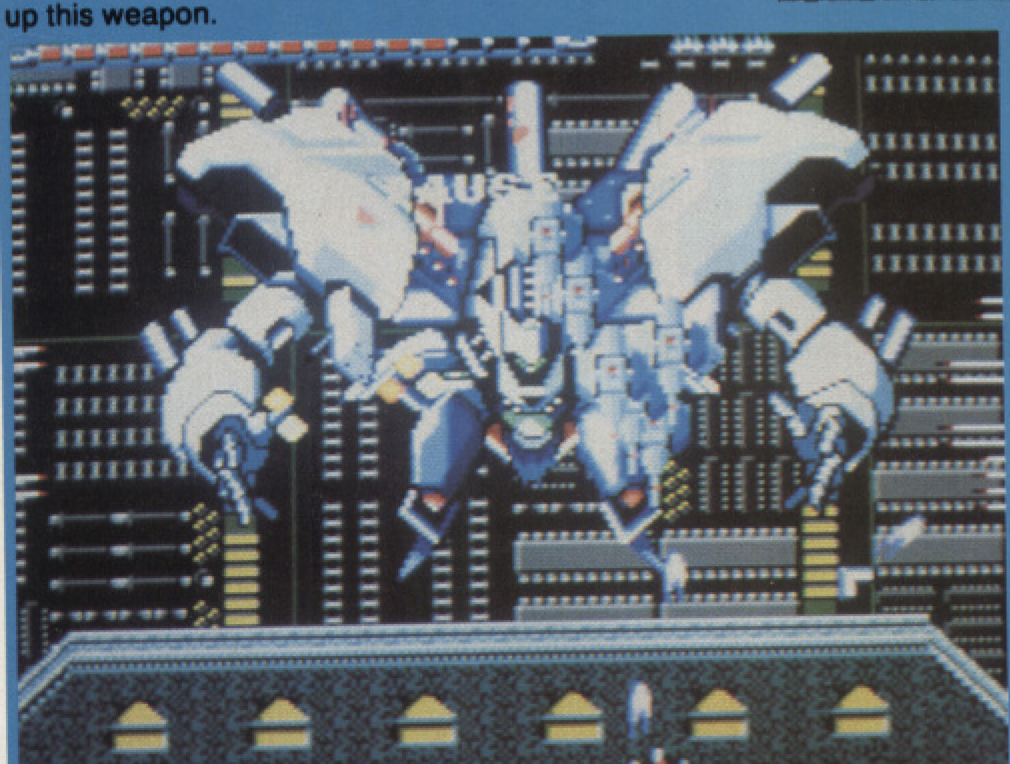






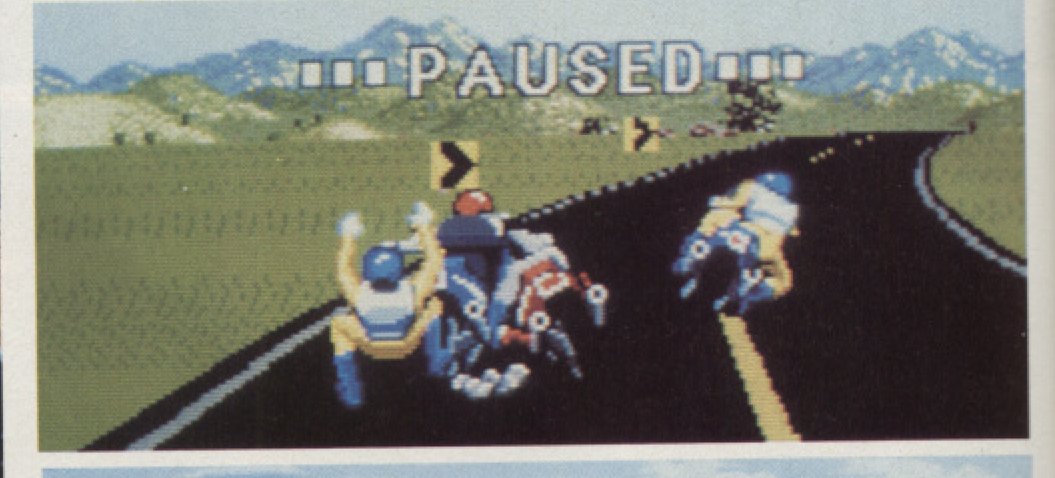
Granada X

Word reaches our ears of a super mega weapon in Granada X. On level two of this tank-based eight-way scrolling blaster, go to the end of the pole on the left-hand wing and wait for five seconds. The weapon will float onto the screen and connect to your ship! This is the only spot in the game where you can pick up this weapon.









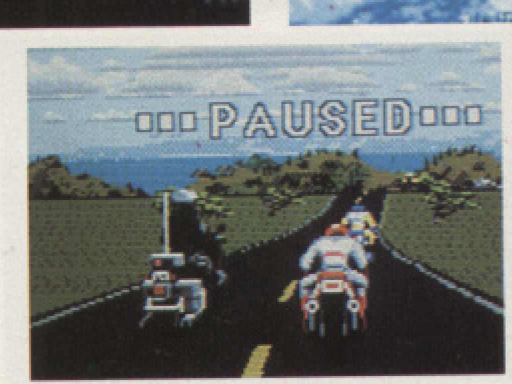
Someone who forgot to include their name (but lives in Middle Herrington, Sunderland) sent in these Road Rash tips to complement the two page Player's Guide we printed a couple of issues back. Thanks, whoever you are!

LEVEL ONE

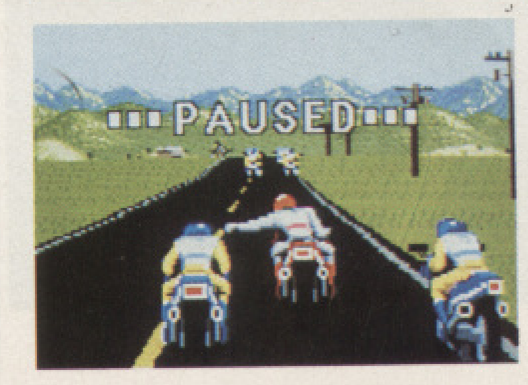
This is really simple. Build up lots of cash on this level, but DON'T buy the Banzai bike. Save your cash and buy the Kamikaze motorcycle, by just racing on the easy levels. This bike should be able to outclass all of the level two bikes. Once you've got this bike, complete the other levels and press on to level two.

LEVEL TWO

As with level one, just save as much cash as possible. When you get your hands on £12,000, get some more money in case of fines and buy the Shuriken 1000 bike - this is one mean speed machine! The handling may be a bit dodgy but you need the speed to outclass the level three riders.







LEVEL THREE

The Diablo 1000 bike, the most powerful of all, can be bought on this level. Keep on saving. You get £2,225 for every win so it shouldn't take you long. So, with this bike, you don't really need tips for the next two stages do you, eh? Still, to get this far without even trying, enter this code:

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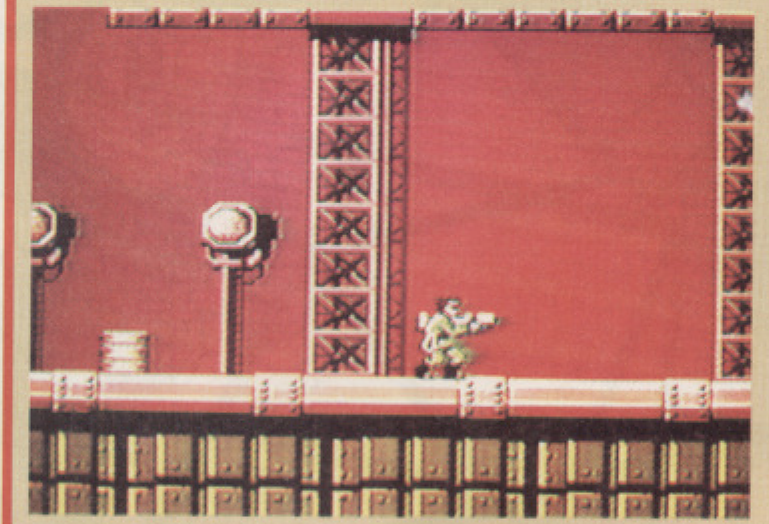
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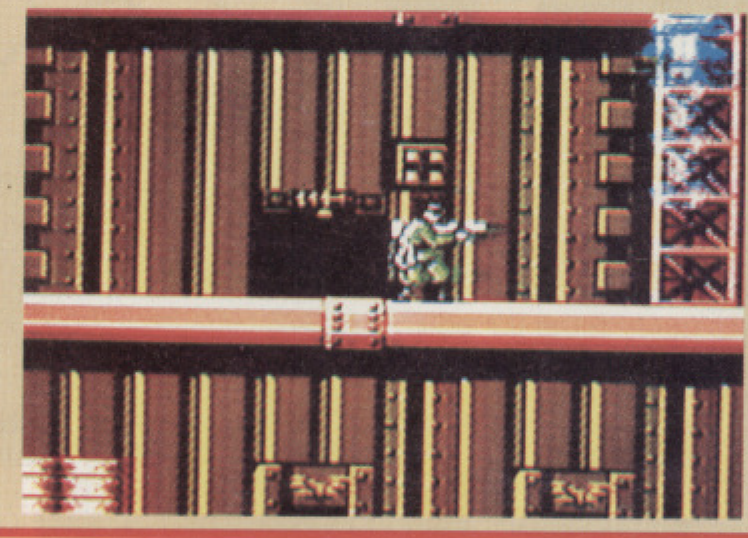
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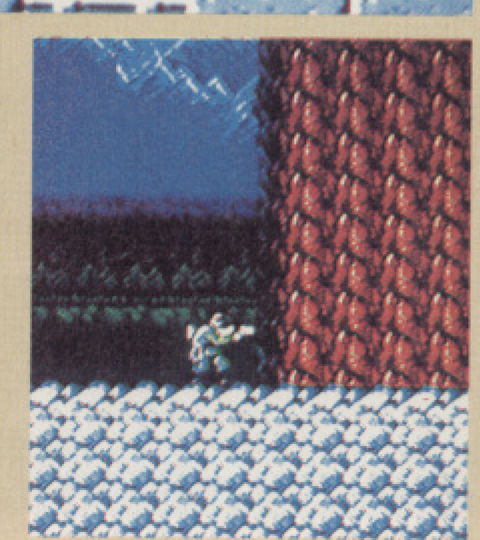


Lee Davis (for it is he) from Blythe has a cool cheat for Bionic Commando - the fine Capcom platform game. When you lose all of your lives and the GAME OVER screen appears, keep your finger on the **A** button. When the title screen appears, press **START** quickly and behold - you should have nine continues! What's more, you can keep on doing this for ever and ever! Wa-haay!





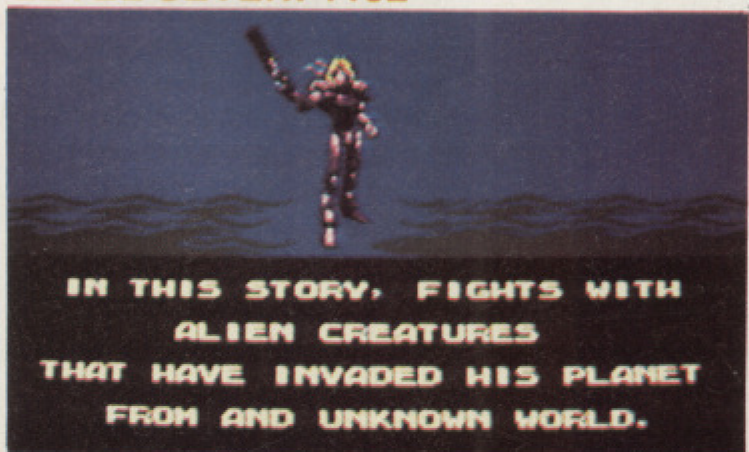


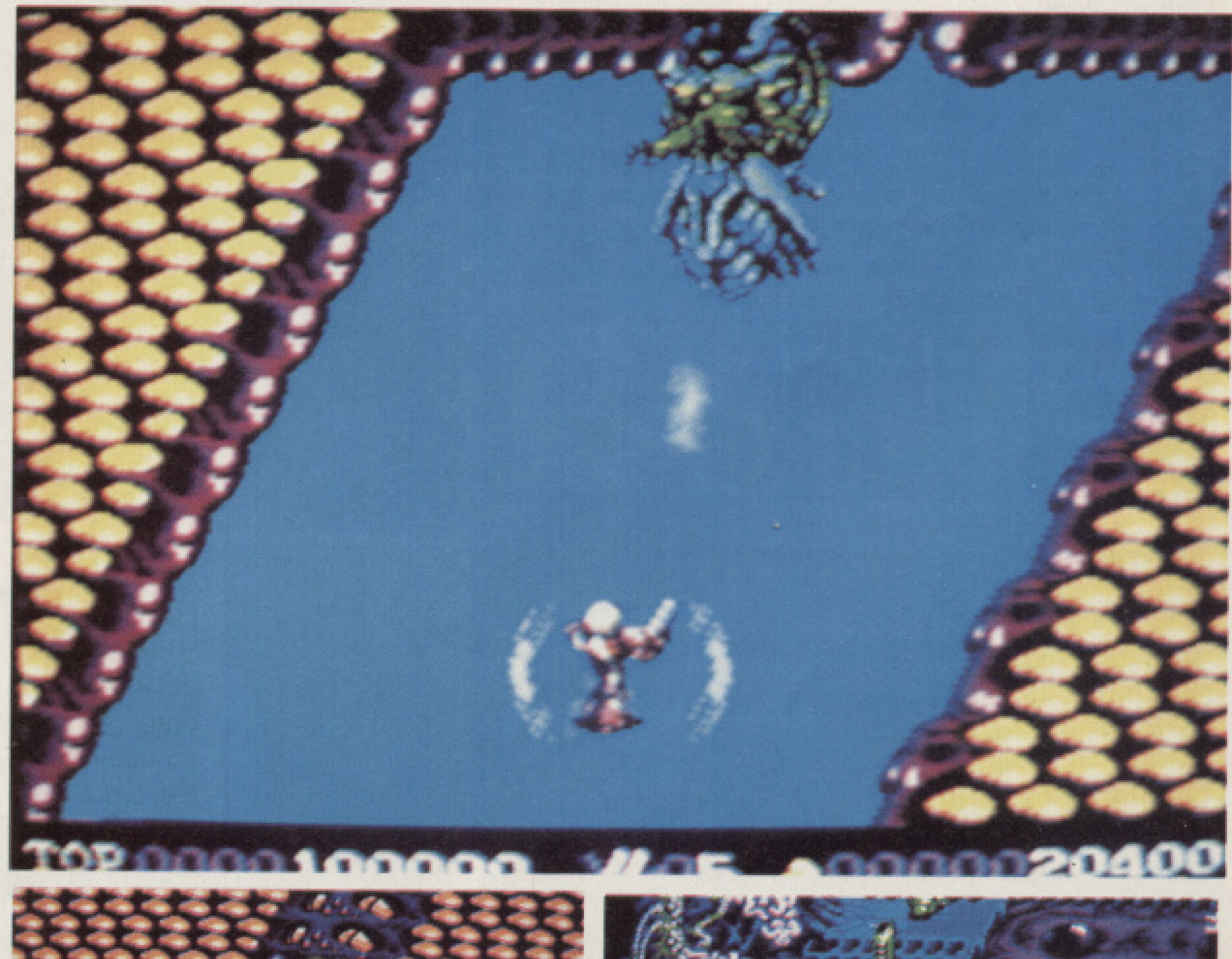


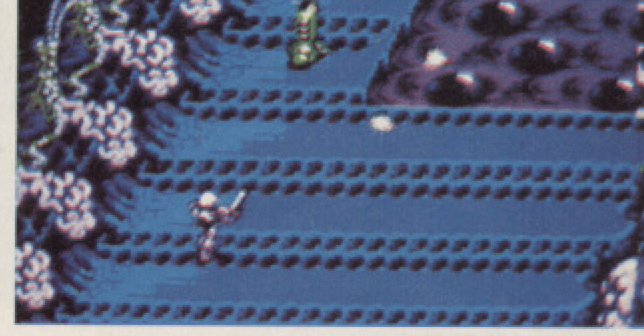


This forced perspective 3D blaster received quite a respectable mark when we reviewed it in MEAN MACHINES a good while back. John Stonebridge from Deal in Kent obviously thinks it's pretty good, because he's sent in the complete set of codes!

LEVEL TWO: 1227 or 5963
LEVEL THREE: 0501 or 4126 or 8920
LEVEL FOUR: 0705 or 0948
LEVEL FIVE: 2168
LEVEL SIX: 0666
LEVEL SEVEN: 1192







特集

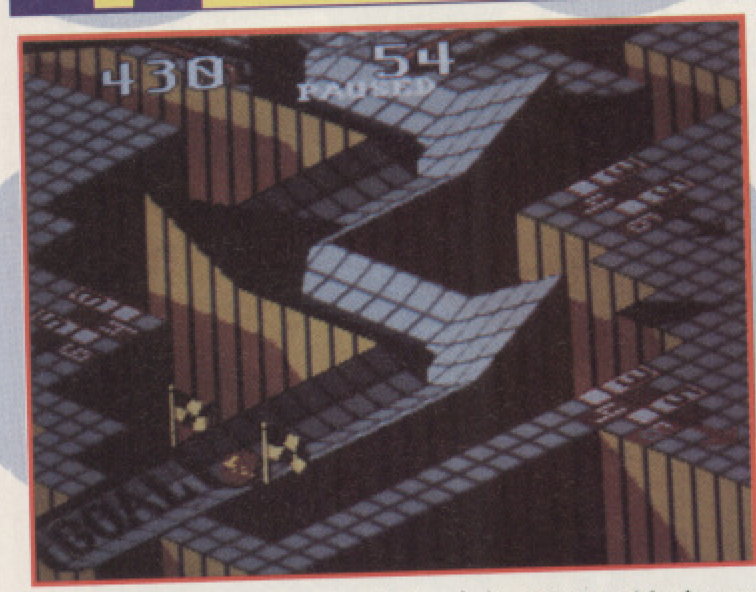
MEGADRIVE TIPS



MARBLE MADNESS

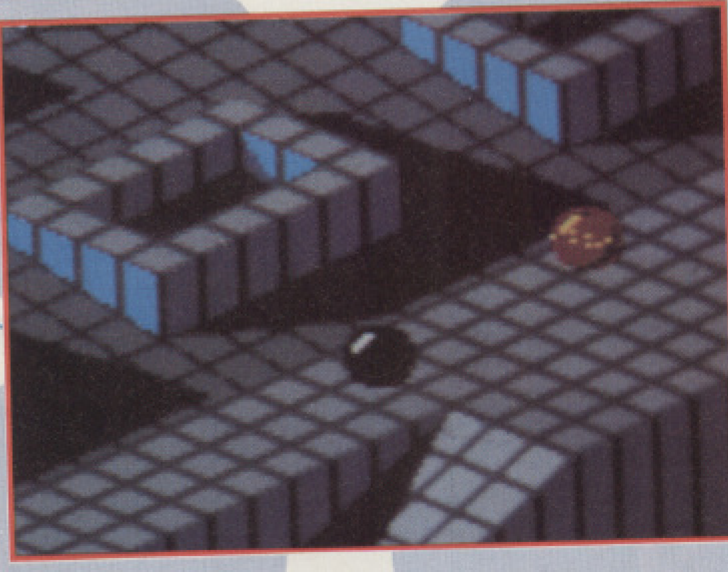
As a test of ultimate dexterity, Marble Madness can't be beaten. Although there are only six levels in every console version of the game available (Megadrive, Nintendo, Gameboy and out soon on the Master System), each is a real challenge to your games playing abilities! Bernard Johnston from Swansea sent in this topper guide to this ball-rolling extravaganza! Cheers, Bernard.

LEVEL 1 PRACTICE RACE



Obviously, this is the easiest race in Marble Madness. Aim to complete this race as quickly as possible, missing out on any collision with the safety rails. You should be able to finish this race with 54 seconds remaining. This level also has a gateway to the secret waterfall level (there's a special MEAN MACHINES prize to the first reader who can find out how to get there and write in telling us).

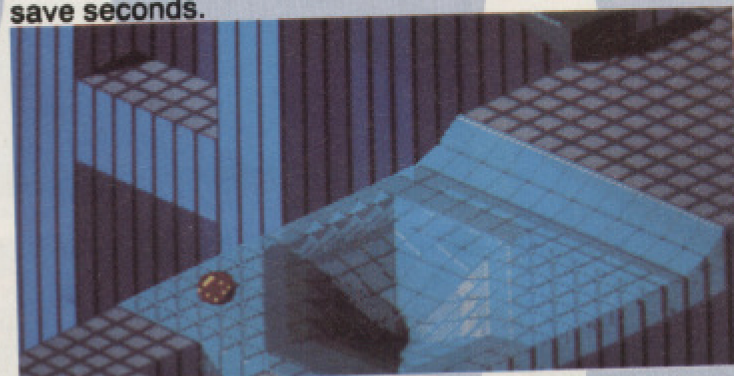
LEVEL 2 BEGINNER RACE



Practice swerving around the first few objects and avoiding the black marble running up the first slope. A good head start during the first part of this level builds up precious seconds.



Avoiding these sucker creatures is simplicity itself. Time your approach to this ramp so that it's lowered when you speed past. Take that chute on the right to save seconds.



This whirlpool arrangement is best dealt with by skimming along the left-hand side - you should just miss the hole and reach the GOAL! with ease. Hopefully, you'll have around 60 seconds of time to spare as well.





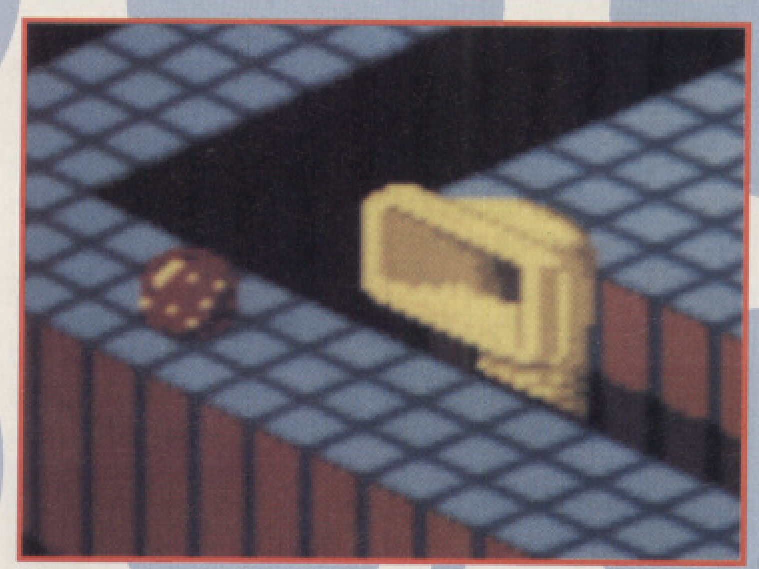
This is definitely a speed race. The first few hazards are designed just to slow you down rather than cause any head-scratching puzzles.

You can avoid having to use the wave machine, but it does save time - and those valuable seconds do come in handy. There's no clear tip here. Just practice using the machine and you should get the hang of it pretty easily. By the end of the level, you should have around 75 to 80 seconds left!





LEVEL 4 AERIAL RACE



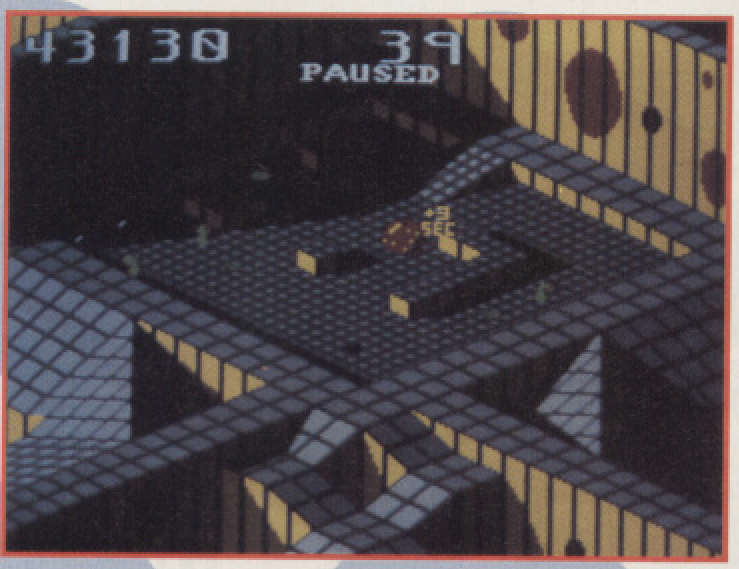
These vacuum cleaners are the biggest problem. Just keep the boost button pressed and speed through. Watch out for the corners though!

This catapult springs you straight into black marble territory. Don't try to take it on. Just take the left route and roll as fast as possible!

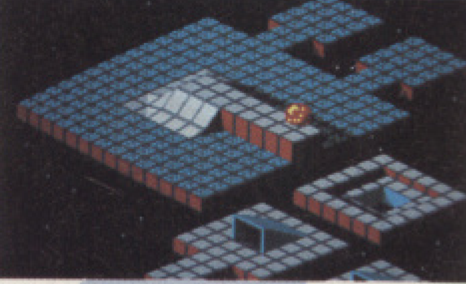


LEVEL 5 SILLY RACE

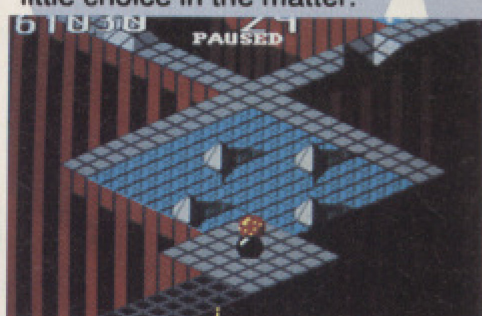
"Everything you know is wrong" is pretty pathetic advice for this round. Just remember that gravity has been reversed, making it actually easier to go up the ramps!



This pit of little meanies is your life line. Try to squash as many of these little blighters as possible as they each endow you with two or three extra seconds! Don't take too long though, or the advantage is lost. When you reach the GOAL! flag, you should have around 65 to 70 seconds spare.



A big jump is required to cross the void and land in that large hole. You should come out of one of the two exits. The right path is a lot easier than the left, but you have little choice in the matter.



This big pool of ice is a real bitch to conquer. The best bet is to stay at the top and press down-right and the boost button. You should get through, but it's all down to luck when the Black Marble factor is added in as you don't know how it reacts to your presence.



These disappearing blocks are a real test of your ball-controlling abilities, and it's here that your hard earned extra seconds come in handy. The best tip is just to take it easy and keep your finger off the boost button.

LEVEL 6 ULTIMATE RACE







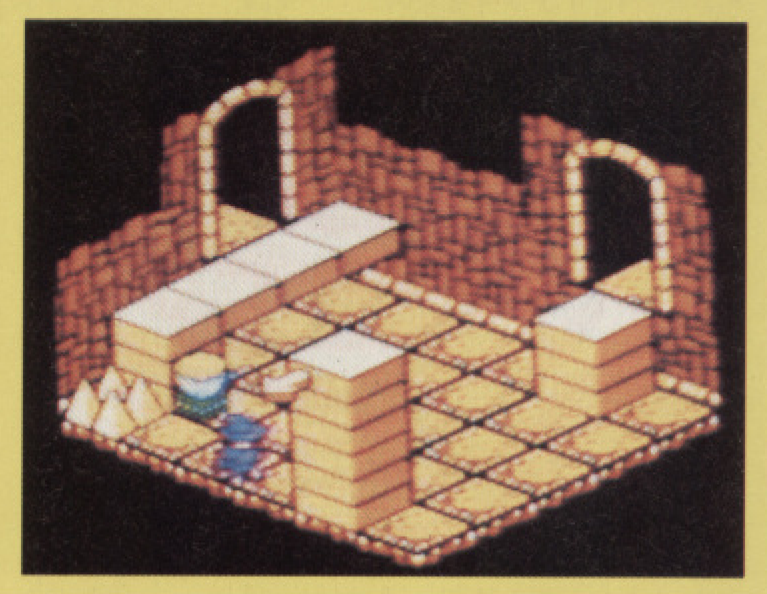
Here's a particularly complex cheat to get you infinite potions and wizards on this mega topper exploration game by Software Creations. Push **SELECT** to go to the sub-screen and enter the following combination.

B, START, START, B, B, START, START, B, B, START, START, START, B, START, B, B, B, START, START, START, B, START, B, START, START, B, START, START, B, B, START, B, START.

You should know if the cheat has kicked in because the screen will flash. Now just return to the game and every time you want your lives and potions topped up, just press **SELECT**! Thanks to Shane Smith from New Zealand for this tip!



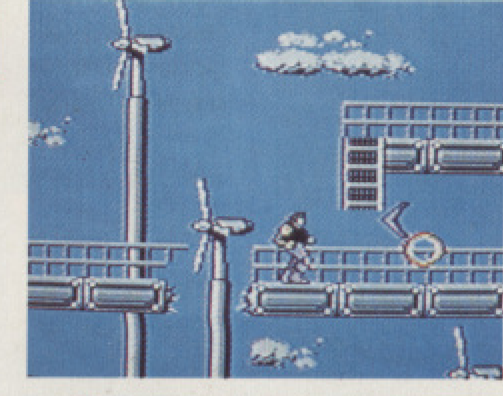


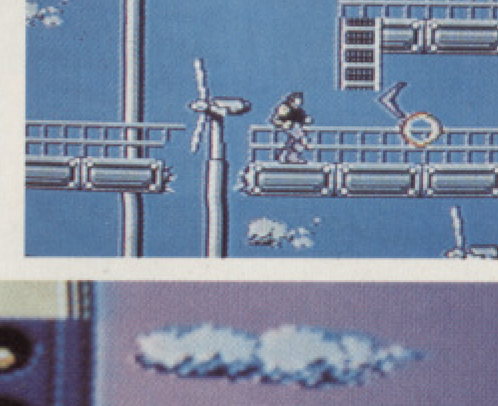


POWERBLADE

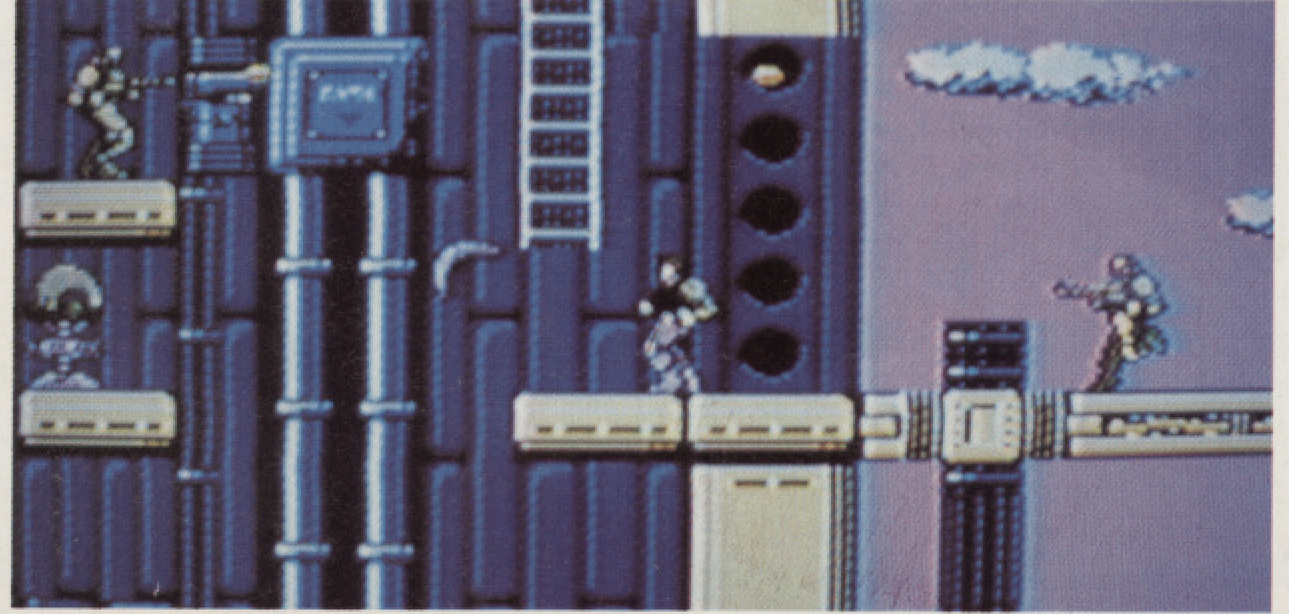
Shane Smith from New Zealand sent in a whole heap of NES cheats old and new. Perhaps the most interesting were these codes 'n' tips for this newish game.

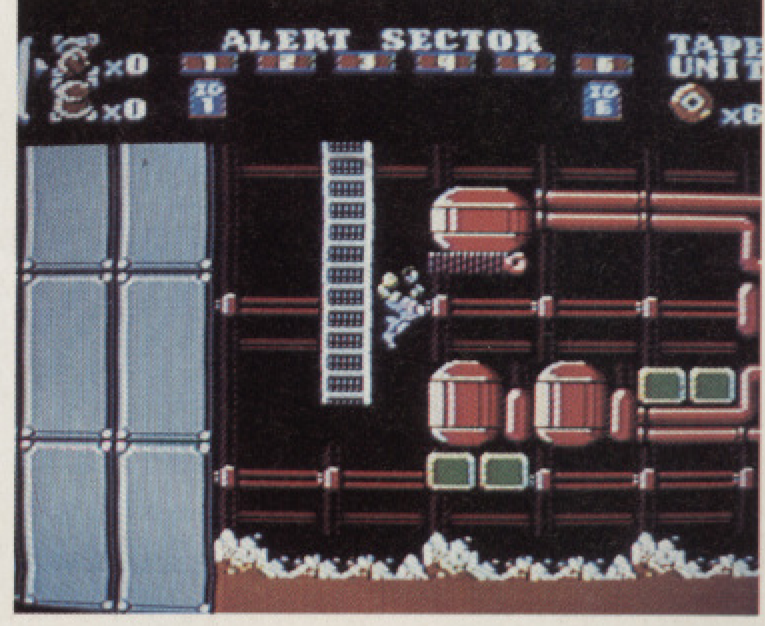
First of all, to get a sound test, hold down **UP-RIGHT** on control pad one and then press **SELECT**. Now press **DOWN-LEFT** and **SELECT** on control pad two, and press **START** on controller one.













Electronic Arts came up with the first Megadrive flight sim, and it's a real cracker (scoring 93% in MEAN MACHINES). However, unless you set every option to EASY, it's a bit of toughie, so we decided to bring you this mega tips special. Enjoy!



F22 INTERCEPTOR

F22 DAMAGE

It's quite difficult to keep a track of the damage your F22 sustains. This means it's quite difficult to predict how much more damage your fighter can take. Use the PAUSE screen to have a look at how battle damaged your F22 is. If it has damage all over, call in the tanker for refuelling and repairs.







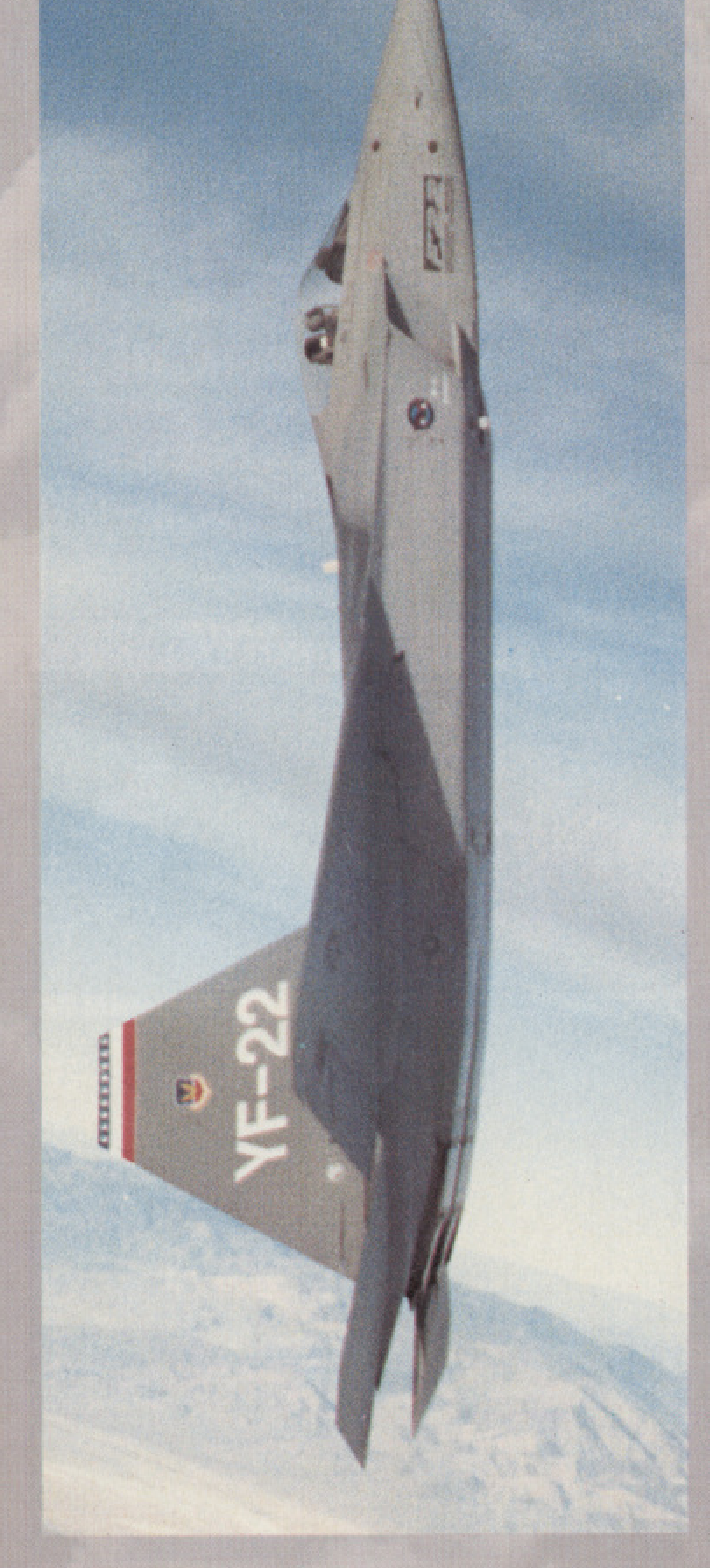
REFUELLING ACTION

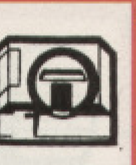


Initially, docking and refuelling with the tanker is quite a difficult task. The key is to finish the preceding mission with the horizon perfectly level in front of you. You always begin the next mission at the same angle, so if you're level, you're automatically straight behind the tanker. Now just accelerate a tad and you're refuelling before you know it!







LANDING YOUR F22

Landing in F22 Interceptor is usually very simple, as you begin your descent in exactly the right position. Like refuelling though, remember to stabilise the horizon in the preceding mission, otherwise your approach to the runway is immediately spoiled.

THE ACES' CHALLENGE

The Aces' Challenge is the most incredible test of air-to-air combat skills known in the world. The four most dangerous pilots take to the skies, challenging you to blow them up - by using your cannon alone! After all four aces are defeated, you fight two are once and the final challenge is all four of them up against one of you (try out this password to get you straight there: **MH01M3**). Suffice to say, the most important thing to do is to save your cannon fire. You've only got 300 rounds per ace! Here are the best tactics for taking out each:



The Iraqi ace flies a MiG 21 - a pretty primitive aeroplane compared to your F22. Although he is a good pilot, the slow speed of his 'plane and its clumsy handling soon have him in the centre of your sights. Just follow the red box and barrel roll should the word BREAK appear on your HUD.



The American ace is the deadliest of all, flying an F22 - just like you! Simply twisting around in the air trying to get him in your sights is a waste of time (use the outside perspectives to see what we mean). Running away is probably the best tactic, using the breathing space gained to get the American ace in your sights. He's got to follow you, and it's at this point when he's still quite a way off, that he's at his most vulnerable. Good luck!



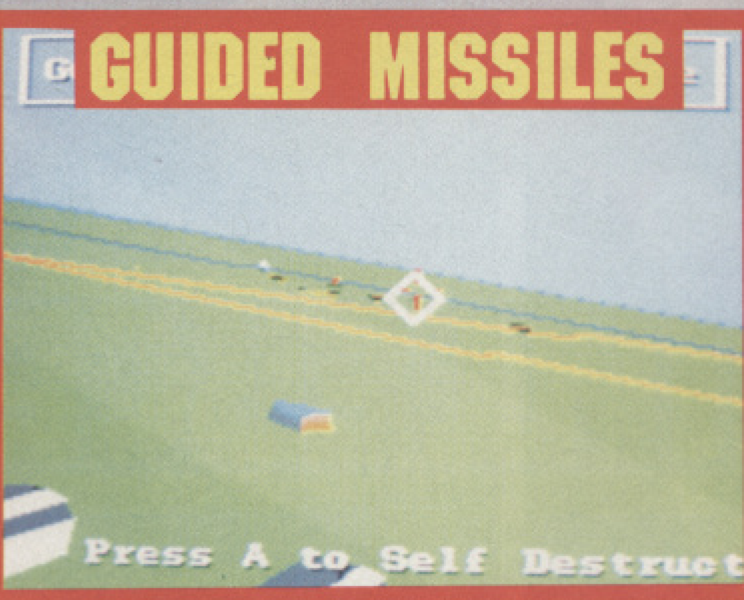
The Korean ace flies a dangerous MiG 27, handling it like a real pro. Should you just follow the red box in order to zero in on him, you'll doubtlessly find yourself pointing at the sun. While you're blinded, he acts, blowing you out of the sky! If you're having problems, just thrust away from him and turn to face him normally. Your F22 can take more damage than his MiG.



Flying a deadly MiG 29, the Soviet ace is faster and far more dangerous than the Korean professional. Should you choose to follow your computer radar to catch this guy, you soon feel the effects of red-outs and black-outs. Use the same tactic as the Korean ace to blow this sucker out of the sky, but barrel roll as you face him, cannons blazing, to avoid most of his flak and cause some serious damage.

GUIDED MISSILES

Maverick missiles need to be manually guided into their targets. Unfortunately, these missiles are not very good at moving in any direction other than forward. That being the case, always move the target into the centre of the crosshairs before firing, otherwise the chances are you'll miss completely and look like a right spaz. Using Mavericks on airborne targets isn't very clever. Only try this as the (very) last resort.



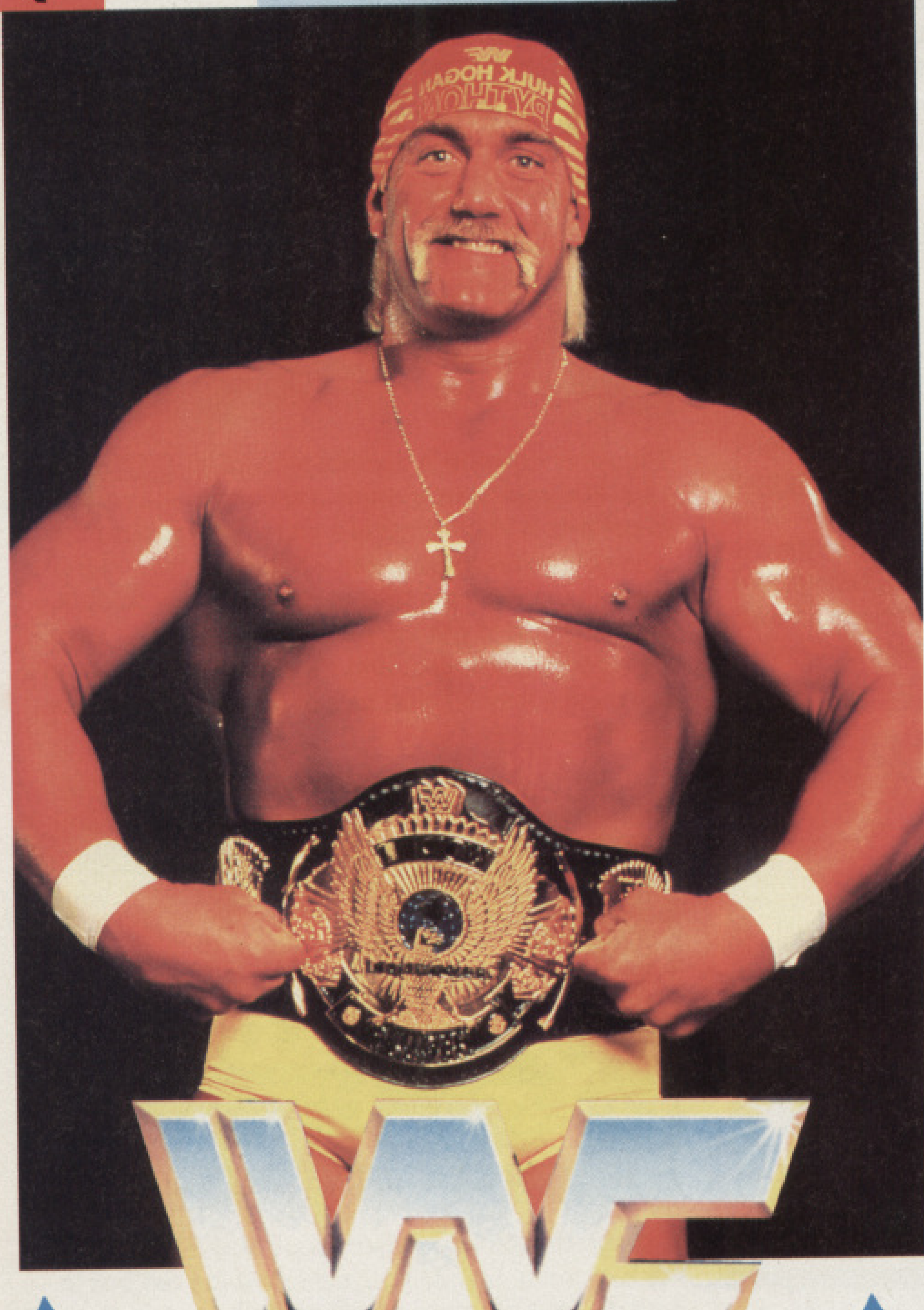


AIR-TO-AIR ACTION

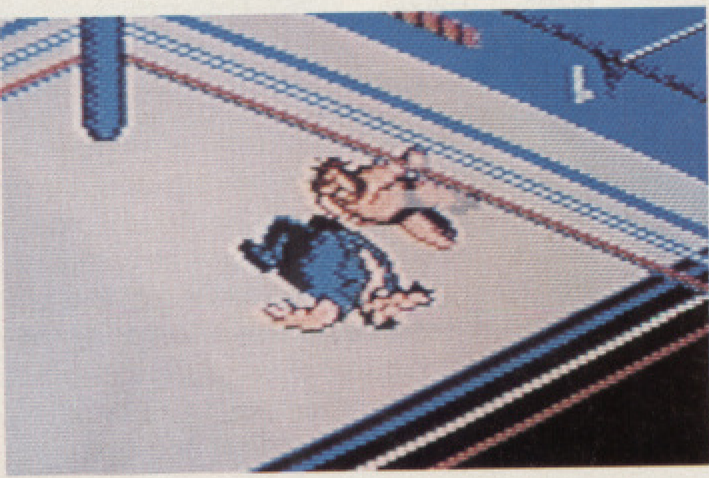


Remember that unless you're cheating, missiles are always limited. That being the case, use your cannon for the majority of targets. Enemy choppers have the thickest armour, so always keep some missiles ready for them. Combat itself is quite simple. Just follow the red box until it's in the centre of the screen. When the sight is green, open fire. If an enemy fighter is burning past you, adjust your aim so your bullets fly straight into your opponent. BOOM!





Mr Sean Devoy from Newmarket in Suffolk sent in this little cheat for WWF Wrestling on the Nintendo. On an eight bout match, get out of the ring. The other wrestler should now follow. Quickly get back in and jump back out again. Now keep your opponent from re-entering the ring and he should be counted out and disqualified. You can do this with every opponent and beat the game easily. Funnily, enough this works on the Gameboy version of WWF Superstars too!



GAMEBOY

LOCK 'N' CHASE

Yet more Gameboy-related tip-dealing from the man known as Mark Gilleece from Dublin. To gain access to the harder levels press **A, A, B, B, A, B, B** on the title screen and you're away! Blimey.

BATMAN

Recently released officially, this Sunsoft platform game is pretty excellent indeed. It's also known for its completely fab music (still some of the best ever produced for the ol' Gameboy). To access the sound test and listen to all of the music at your leisure, hold down **UP, RIGHT,** and **START** on the title screen. There you go. Now perhaps you could hook your Gameboy up to your 1000 watt stereo and have a good dance (?). Thanks to Russell Goodchild from Princes Risborough for that.

NINJA BOY

The boy Russell Goodchild also sent in a little tipette that should help out frustrated Ninja Boys out there. To get unlimited continues, when the GAME OVER screen appears, hold down **A, B,** and **START**.

CASTLEVANIA II

Nathan Beet from Wooten Bassat near Swindon sent in some groovy codes for what must rank as one of the best platform games available for the Gameboy. Watch out though - our word processors can't replicate the code symbols the game uses, so **H** is supposed to be a heart, **O** is an orb, **C** is a candle while **B** is a blank space.

HHHH
This code brings up the sound check.

HHOB
Entering this allows you access to the cloud level.

HOCB
This takes you to the last level!

NEMESIS

Mark Gilleece is a pretty polite chap, "I submit the following tips that they should be of some use to fellow Gameboy players". For Nemesis, press **START** during play to pause the game then press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A** and then press **START** again and you should be blessed with a complete complement of power-ups! Coincidentally, the same cheat works for the PC Engine and Nintendo versions of the game...

SUPER MARIOLAND

According to the official Nintendo charts (as published each month in MEAN MACHINES), Super Marioland is always the best-selling cart every month (??). If that's the case, these tips should come in handy for lots of people, eh? Follow these guidelines to visit EVERY bonus room in the game!

WORLD 1-1: Pipes three and six are the ones for you.

WORLD 1-3: Pipe nine contains the goodies.

WORLD 2-1: The first and last pipes yield results.

WORLD 2-2: Once again, the first and last pipes are the ones to check out.

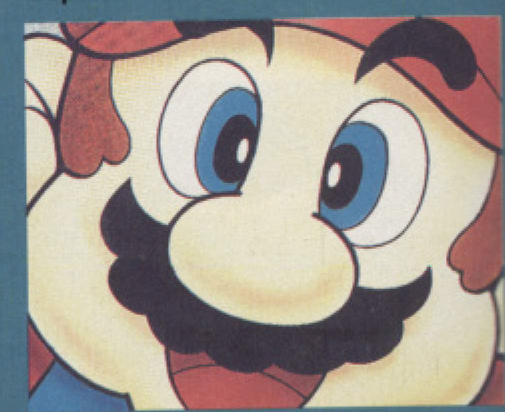
WORLD 3-1: You guessed it - check the first and last pipes.

WORLD 3-2: Only pipe seven need be checked.

WORLD 3-3: The fourth pipe you pass on your travels should be tried.

WORLD 4-1: The first and thirty-fourth pipes come up trumps.

WORLD 4-2: The twelfth and second pipes are tops in the bonus department.



QUACKSHOT

グルジア王の秘宝

STARRING Donald Duck



Boasting cartoon-quality graphics and groovy music, Donald Duck: Quackshot is proving to be right popular with Megadrive gamesters. We've had two in-dept guides from James Norton of Ruislip and Neil Fletcher from Solihull. This month, we'll print the complete solution, but you'll have to wait until next month for the necessary tactics to do over the end-of-level bosses! But for the time being, check out this master plan, starting at Transylvania!

1 TRANSYLVANIA

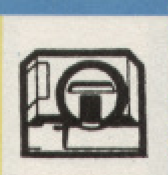


Complete the first two easy sections, and then on the level after the water stage put on your bubble gun and shoot all the blocks along the way. Finally you'll find a block that doesn't explode. Jump onto it and you'll find that it takes you up. Use your plunger to climb through the gap and exit through the door on the right. The next level is pretty simple. On the stage following that you'll face up to another big blue ghost. Keep walking right until you find a hole in the ceiling. Climb through it using your plungers. At the top, take the door to the right. Go through this to face up to the evil Count Dracula!

2 THE PALACE



Continue as far as you can until you meet a duck sitting on a cushion. Accept his challenge and you appear on a new stage with the number "1" above all doors. Choose the last door. Now number "5" appears above all the doors. Go left a short way and collect a chicken, then enter through the only door remaining to the right. Now the number "2" appears above all the doors. Choose the second to last door (the third one) and exit. The number "6" now makes its presence felt. Use the third door to the right. Slide through a passage and jump up to reach the end-of-level boss - the tiger! Once he's been defeated collect the Sphinx Tear and travel to Egypt.





4 VIKING SHIP



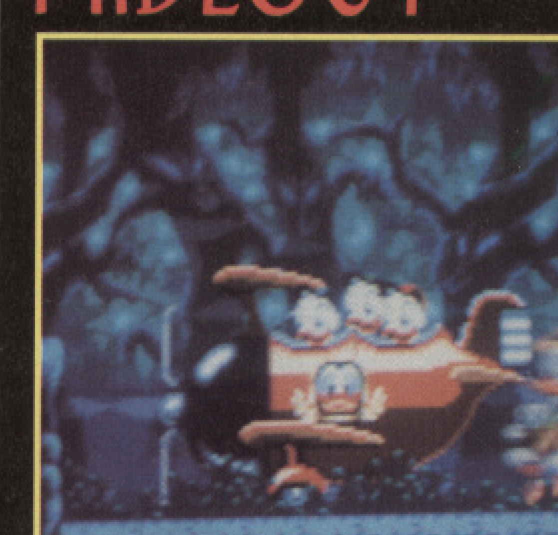
Go as far as possible into this level until you come across the upset Viking. Use the key here to unlock the door. Once inside, walk left and climb down a ladder. Waddle left so you're facing the wall and use your plungers to climb up a bit. Walk through a hidden passage which leads to the Viking. Kill him and collect the green plunger from the good Viking. Make your way back to the South Pole.

5 SOUTH POLE



Continue from where you left off on this level and use your green plunger on the bird (stand underneath it to do this). Make your way to the other side of the level. Now walk right until you can go no further. Smash the cubes using the bubble gun. Keep blowing up the cubes until you come across the Viking diary. Make your way to the surface and walk right. You should be instantly warped to a new level.

6 THE HIDEOUT



There shouldn't be many problems on this level. Just go right until you enter a room where you face up to the evil Pete himself! Kill him, and use the diary to whisk yourself away to Treasure Island!

3 EGYPT



Use the Sphinx Tear to enter the door previously locked, later on in the level. Once inside, continue all the way until you have to duck to continue. Go right and you'll find yourself having to repeat this again. This time jump up and use your plunger. You should collect an extra life and some other goodies. Continue until you have to drop down and land onto a ledge on the right. Walk right and you come to a place with four blocks in the ground. Act quickly here, by first jumping on the sun block, then do the same to the moon and the star blocks. This stops the ceiling from falling in on you. Collect the Sceptre of Ra and climb down to the mine cart level. Once you're free to call the 'plane, make your way to the South Pole. Using the Sceptre of Ra, melt the ice around the imprisoned key and collect it. Now call the 'plane and head for the Viking Ship.





7 TREASURE ISLAND



Again, you shouldn't have too many troubles with this level. Just continue your waddling activities until you come to a moving wall. Use your plunger to climb up through the gap in the ceiling. Now duck and slide right. You should be on the edge of a cave. Jump around a little bit and a block should appear. Move to





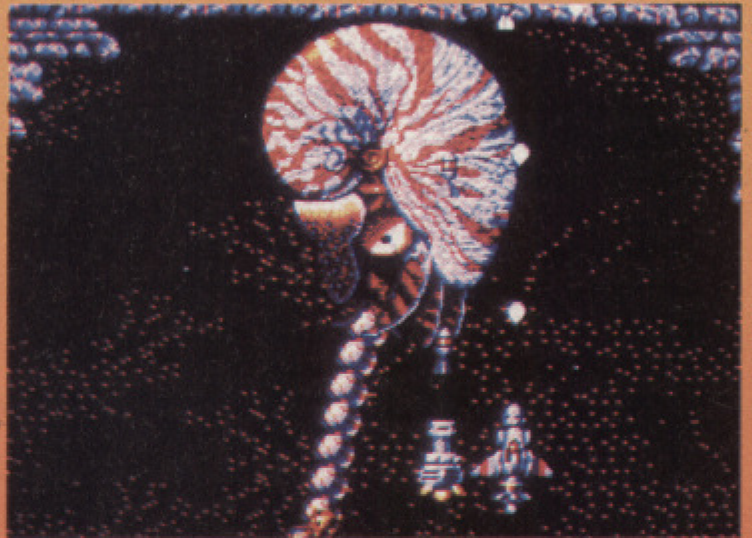
REVIEW

XENON II:

Those evil Xenites are back, and this time they're twice as deadly! After having their baboon asses well and truly dusted in Xenon I (a computer game which never appeared on the consoles in any form at all), they retreated and regrouped, coming up with an even more dastardly plan for universal domination!

And what a plan it is! Their new blueprint for cosmic supremacy involves striking at the heart of the Earth Empire by blowing up massive bombs throughout the planet's past history, thus making it an easy target in the future. To give their dangerous scheme an even bigger chance of success, they've also deposited massive laser-spewing forces to guard the bombs, along with gargantuan end-of-level bosses!

As you may have gathered, behind the scenario lies a vertically scrolling shoot 'em up, boasting five levels of explosive blasting mayhem all backed by a Megadrive rendition of Megablast - the ball-bouncingly brill Bomb the Bass theme tune!

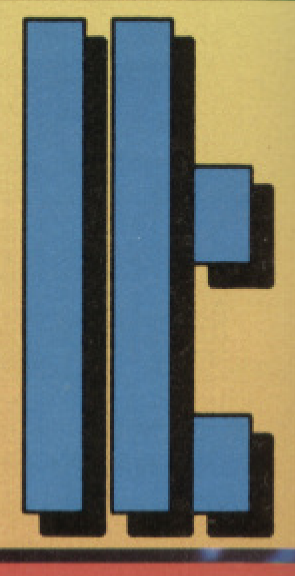


▲ *The first boss is eeasssyy!*

COMMENT

JULIAN

The unusual, but superb graphic style puts this a cut above most Megadrive up-the-screen scrollers. Just a swift glimpse of the screenshots is enough to show you that it's a veritable eyeball feast, with excellent backgrounds and some outstanding sprites, particularly the end-of-level bosses. The game runs along at a fair lick, with plenty of baddies whizzing around and the Xenon ship pumping out a barrage of laser and missile death, and on higher difficulty levels the action provides enough challenge to test your blasting skills but is still enjoyable enough to keep you playing without getting frustrated. The only disappointment is the slightly juddery scrolling, but since the action is of such good quality I think most Megadrive shoot 'em up fans will happily overlook that flaw.



BOOM-SHANKER

Xenon II is packed with very nasty bosses to blow up. The first boss to catch your photon-related attention is a massive laser-spitting shellfish of doom. However, this is pretty pathetic compared to later bosses that include the like of flying crabs (???), web-spinning spiders and serpentine alien battle cruisers!

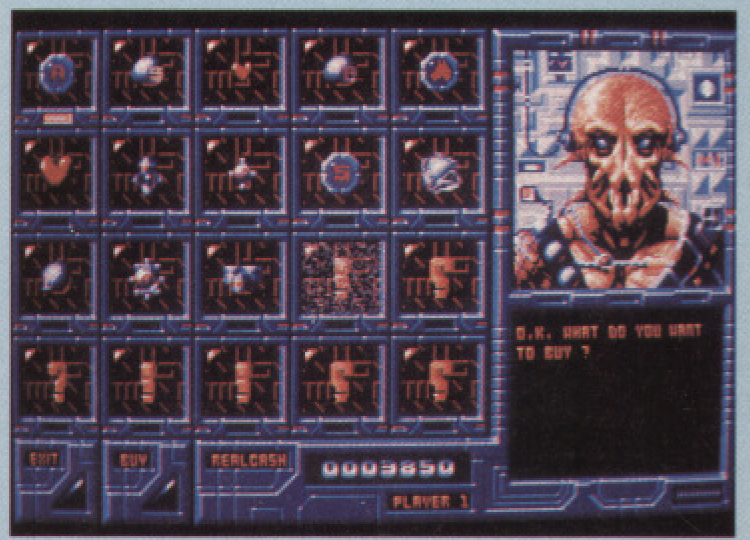






MEGABLAST

CRISPIN'S LASER DEATH SHOPPE

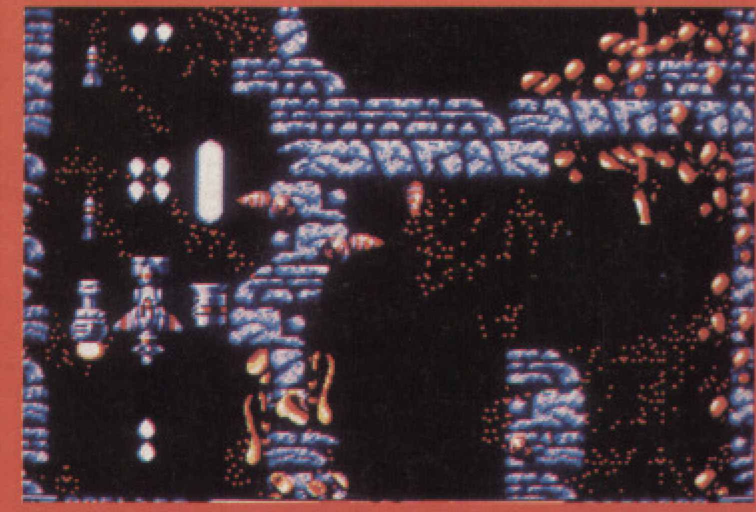


During the game, cash is instantly added to your bank account by blasting entire attack waves or blowing up multiple hit meanies. After a boss has been annihilated, the Xenon ship is instantly warped to Crispin's Laser Death Shoppe, where weapons are both bought and sold. Watch out though, Crispin's prices are extortionately high and he doesn't pay much for second-hand gear.

BLAZING LASERS



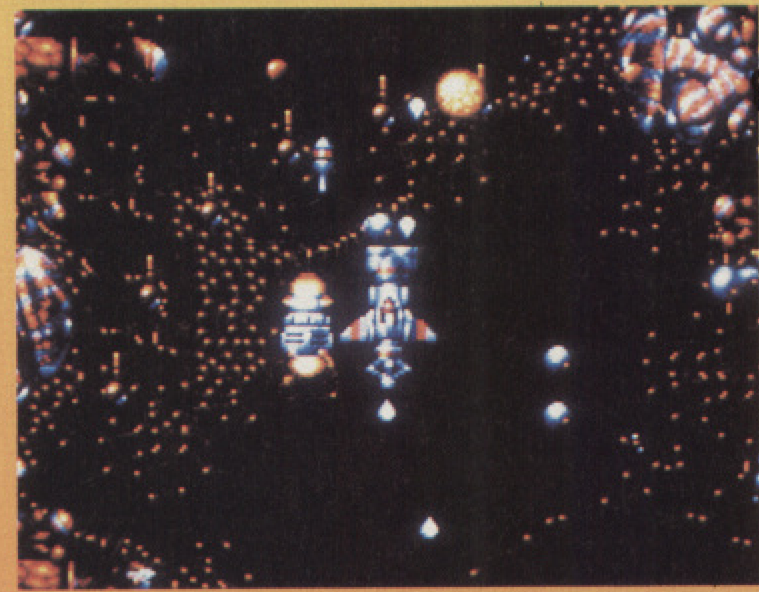
Bolt-on lasers are the most powerful weapon in Xenon II, cutting through meanies like a hot knife through butter. Once powered-up to its limits, it's a formidable force.





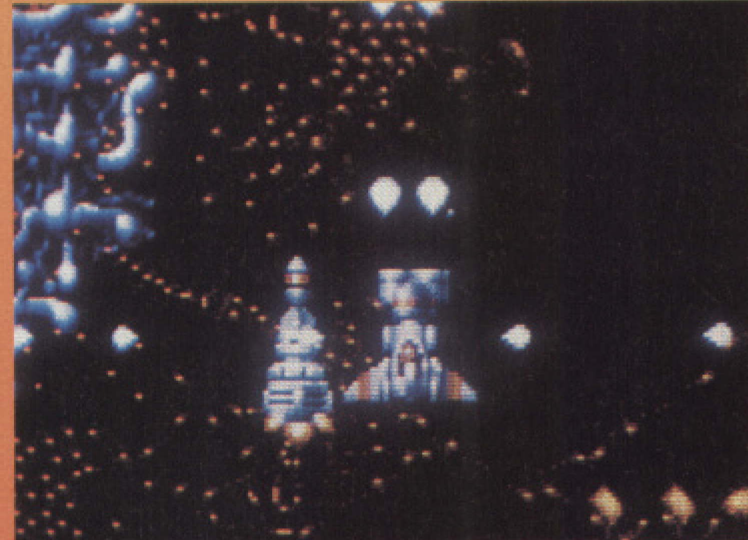
REVIEW

LASER DEATH AHOY!



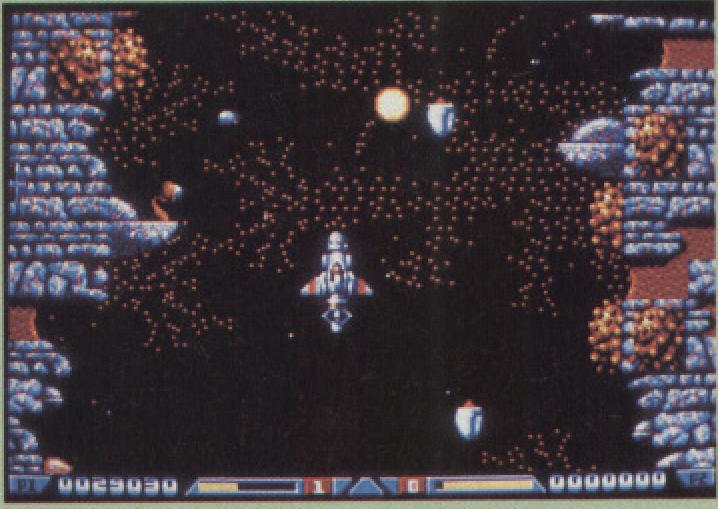
The Xenon craft's main laser is pretty weedy to start off with, but after successive power-ups (and the additional double-shot pod), it becomes a force to be reckoned with (or run away from).

SIDE 'N' REAR ACTION



Pods can be installed to power-up side and rear fire on your Xenon craft. However, you cannot have both mounted on your ship at the same time - doh!

MAKE IT MINE



Mines are a pretty useless addition to the Xenon ship, making it impossible to mount a rear-fire laser. Controlling the mine drone is difficult owing to the fact that while you're moving it around, your ship is uncontrollable, and thus defenceless.

COMMENT

RICH

I enjoyed the Amiga version of this game a great deal when it first came out two years ago, and this Megadrive version is just like a speeded-up version of the 16-bit classic. Perhaps the best things about the game are the distinctive graphics (no other Megadrive game has a style to match these classy visuals) and the vast amounts of weapons the game offers. On the minus side, there's nothing here in the gameplay stakes that hasn't been done on the Megadrive before - and the jerky scrolling just can't be forgiven. I was hoping that Mirrorsoft were going to jazz up Xenon II a tad with more levels and smoother gameplay - after all this is almost exactly the same as the Amiga version and far more expensive! Shoot 'em up fiends will get plenty of enjoyment out of this, but I was hoping for a little more.

CANNONS ON A STICK



Cannons don't take as many power-ups to reach their optimum level. The cannon shell always explodes on contact with its first target (while the laser cuts through).

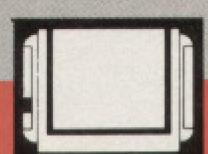
BACKWARDS

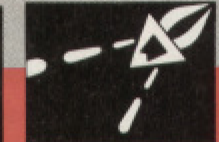
Xenon II is quite different from its vertically scrolling peers in that it's actually possible to scroll the screen backwards. This comes in handy for running away from any nasty alien legions that could spell your doom. Later levels have more than one route to the end, or even dead ends, forcing you to go backwards and retrace your steps.



BY: MIRRORSOFT
PRICE: £34.99
RELEASE DATE: FEBRUARY
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: OKAY







PRESENTATION 73%
A few options on the title screen to tweak, but the actual presentation is quite dull.

GRAPHICS 90%
Stylish graphics abound with highly detailed sprites and excellent backdrops.

SOUND 69%
The Bomb the Bass Megablast theme tune is rather poor and the sound effects are pretty dull.

PLAYABILITY 84%
Instantly addictive, with great shoot 'em up action and some superlative weaponry.

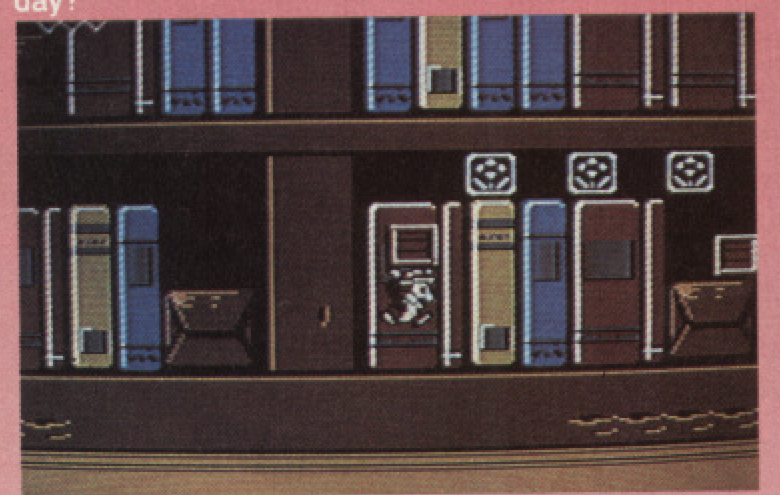
LASTABILITY 81%
The EASY level is perhaps too easy, but the later difficulty levels keep the challenge going.

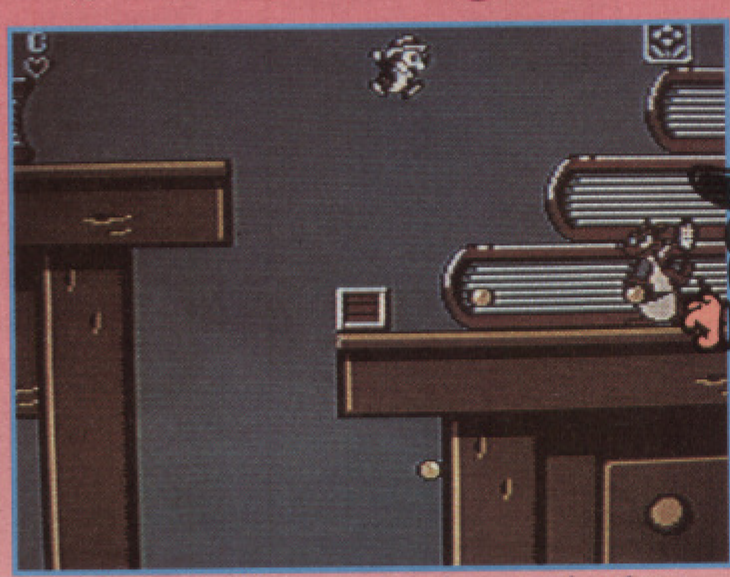
OVERALL 82%
A great-looking shoot 'em up that should keep blasting fans happy for quite some time!

RESCUE

When their next door neighbour's cat goes missing, Chip and Dale, the Rescue Rangers instantly volunteer to get her back. But what seems like a routine mission swiftly turns to disaster when Chip and Dale discover that their evil arch-enemy Fat Cat took the cat to keep them occupied while he kidnapped their good friend and inventor, Gadget. Now the two rodents have got to rescue Gadget before Fat Cat forces her to invent something really evil...

The one or simultaneous two-player action takes place over a series of platform levels, with Chip and Dale being guided through the hazard-laden environment. Not only are there traps a-plenty, each level is also inhabited by hordes of Fat Cat's minions all out to thwart Chip and Dale's heroic antics! Can they rescue Gadget and teach Fat Cat a lesson he'll never forget, or will it be the obese feline who wins the day?





▲ *Ch Ch Ch Chip goes into leap mode when faced with Kangaroo danger!*

COMMENT

Although it hardly pushes back the boundaries of console gaming, Rescue Rangers is tough and enjoyable. The action is fast and furious and there's a huge playing area to explore. The idea of incorporating simple puzzles into the game is a good one, and while they're hardly taxing, they help add variety to an otherwise pure platform game. The graphics and sound are of the usual Capcom high quality, particularly the sprites, which although small, feature nice detail and animation. If you're a platform game fan, this is well worth checking out.

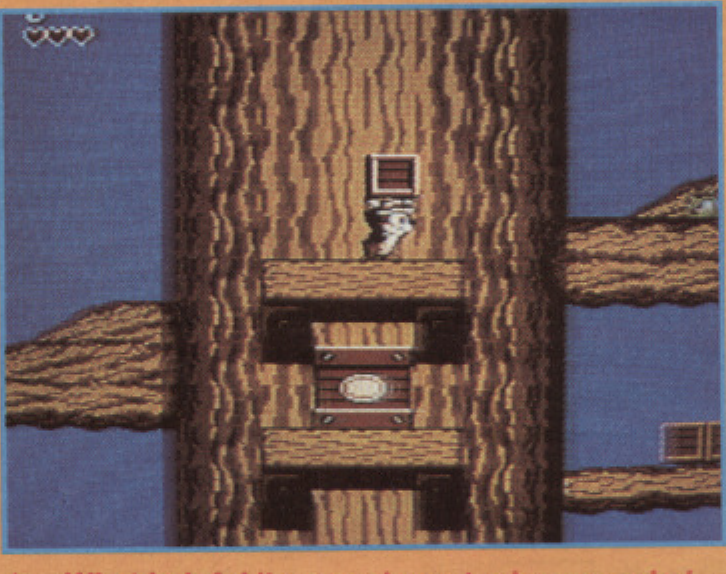
JULIAN

PLAYING WITH YOUR ZIPPER-FLY

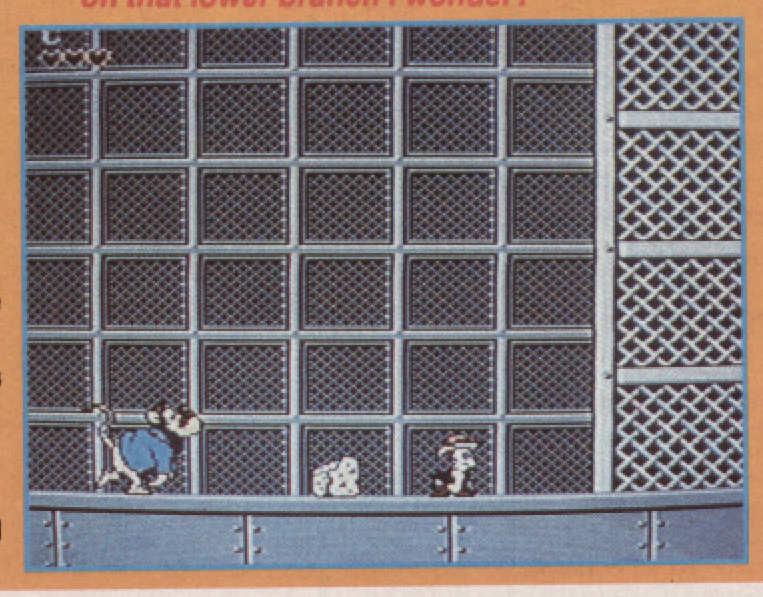


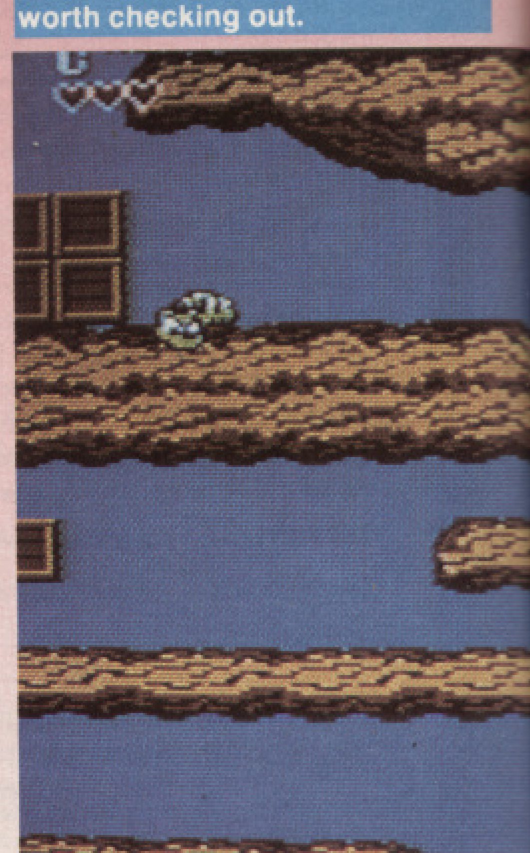
▲ *Zipper blats those robotic meanies,*

Chip and Dale aren't alone in their mission. Their pals also join in a myriad of ways. Gadget has managed to leave behind handy items around which can be picked up to help defeat key enemies or pass certain traps, such as the rubber ball which can be used to avoid the deadly clean-o-matic brush and polish guardian! More help is at hand courtesy of Zipper the insect who hides away in large boxes and grants temporary invincibility to anyone who finds him. Finally, there's Monty the mouse. Find him and feed him some cheese and he runs ahead of you in a mega cheese trance, smashing a hole in any unpassable piece of scenery!



▲ *What helpful item or character is concealed on that lower branch I wonder?*







RANGERS

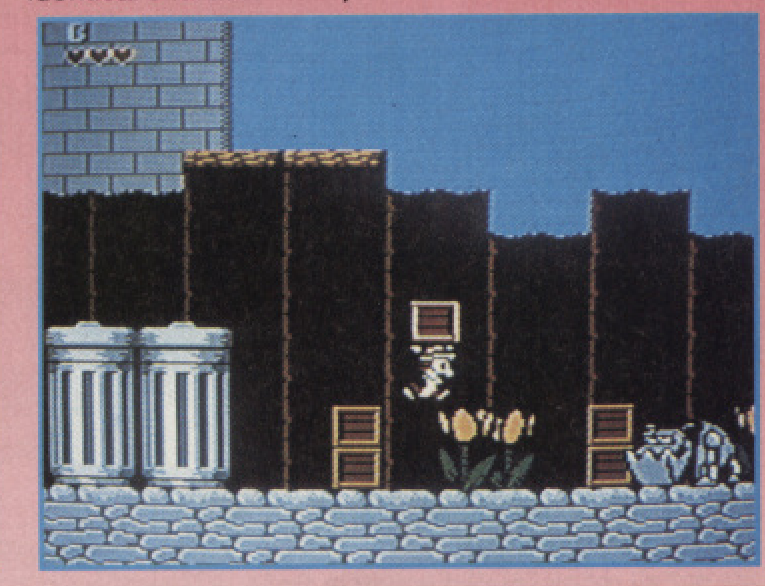
Watch out, or that Kangaroo'll splat you with his balls!

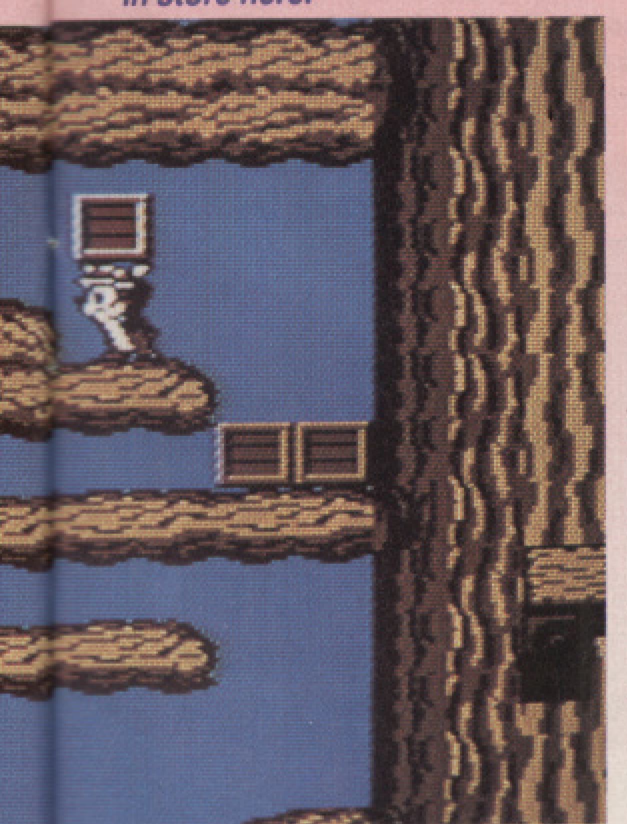
CHIP OR DALE, THAT IS THE QUESTION

Rescue Rangers is a one or two-player game, which means that both Chip and Dale can fight evil together. If you're on your own, you've got the choice of either Chip or Dale (both seem to have virtual identical characteristics).



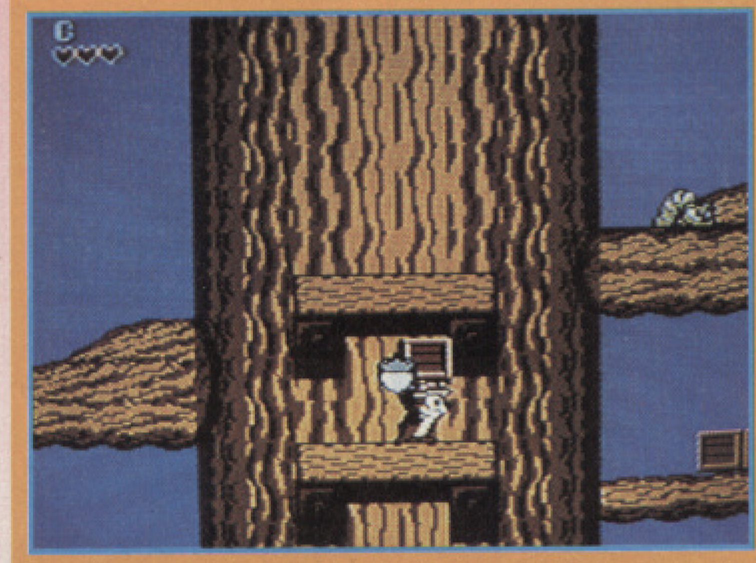
Plant-y of crate-related laughs in store here.



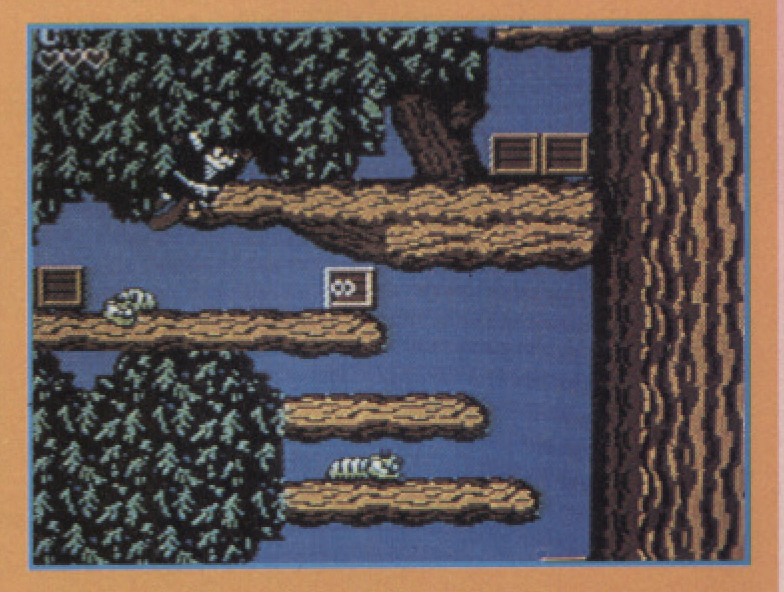


CRATE FUN FOR ALL

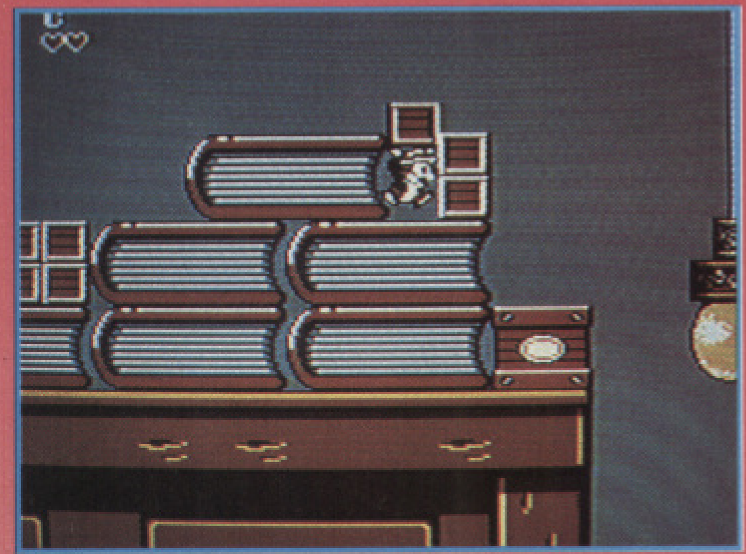
Dale makes himself scarce as the flying squirrels close in.



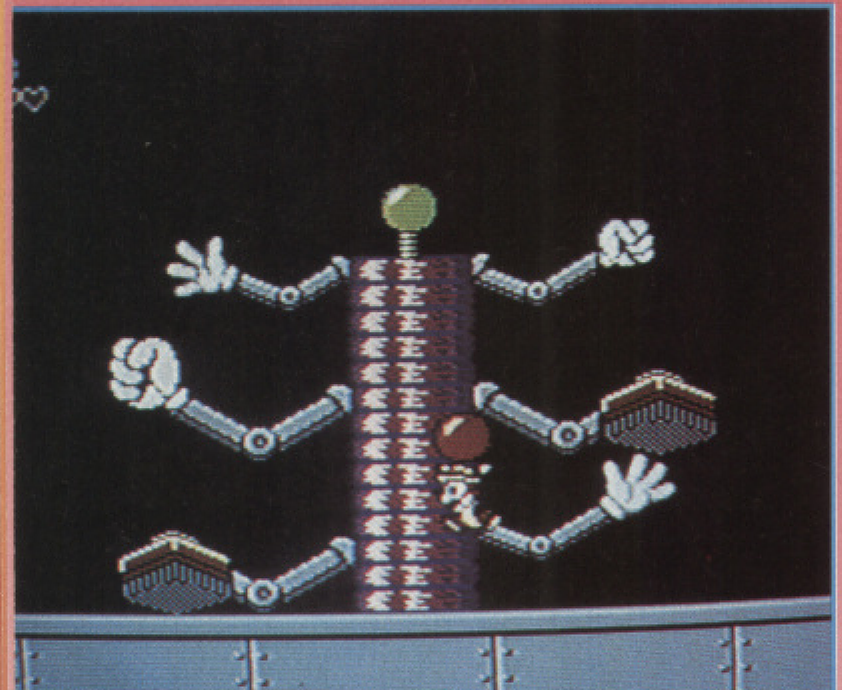
Ooh, grab that acorn, Chip-baby.



Chip and Dale may be small, but they're not defenceless. Many crates and discarded apples litter the landscape, and either of our rodent chums are capable of lifting these items and hurling them at their enemies. As if this weren't enough, smaller objects such as crates and breeze blocks can be ducked behind to provide shelter from marauding baddies.



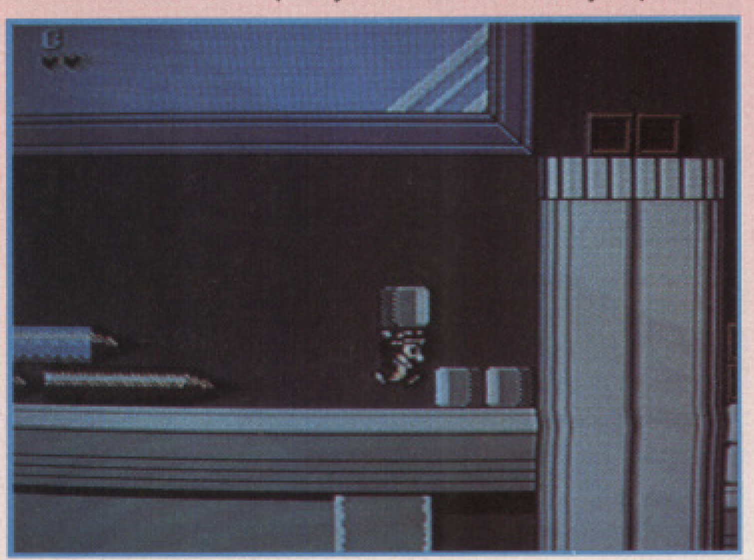
▲ *Looks like Dale's boxed himself in just as he reaches the exciting light bulb level.*



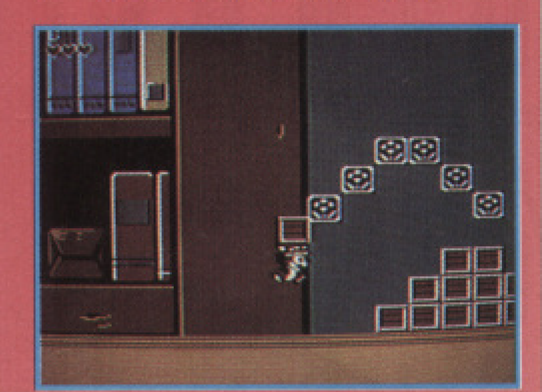
▲ *s it Gary's mother?*

BRAIN-RELATED HANKY PANKY

It's not all reflex-related action in Rescue Rangers - there are also puzzles aplenty. For instance, to pass one part of the Laboratory level a giant beaker must be negotiated. This piece of glassware is far too high to jump, but eagle eyed players will notice the line of three blocks next to it. The trick is to pile the blocks into a tower, thus making passage simple! Other puzzles include such terrors as learning how to turn off a multitude of traps by the use of skillful jumps.



TOP ICON BONANZA



Crates are very useful for defence purposes, but there's more to them than that. Secreted in many of them are bonus-giving icons. Flowers grant extra points at the end of the level, acorns replenish your energy and stars grant extra lives should enough be collected. If you're really jammy, you might even run across bonus twinkly stars! These items float across the screen at random times and reward the collector with a handy 1 up!

COMMENT



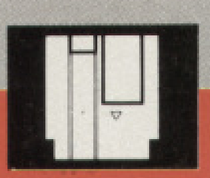
RAD

If there's one thing the NES is definitely not short of it's platform games. Nearly every licensed game converted to the Nintendo - be it TV or film - is a platform game. Still, Rescue Rangers is good enough to stop it getting lost in the crowd. The graphics are quite good, with small but detailed sprites and cartoony robots. The sound is adequate too, with a decent rendition of the Rescue Rangers theme playing throughout the game. But what sets Rescue Rangers apart from other NES platformers is the speed of gameplay and the level of challenge. The game is really fast-paced with Chip and Dale zipping around the screen at a great rate of knots. It's also one of the most difficult Nintendo platform games to date; the action never lets up and keeps you constantly on your toes. Chip and Dale is a recommended purchase, providing you're not yet tired of platform games.

RESCUE RANGERS

BY: CAPCOM
PRICE: £34.99
RELEASE DATE: FEBRUARY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: RATTY QUICK

1-2 PLAYERS





PRESENTATION 76%
Character selection and lengthy story unfolding between levels, but no options.

GRAPHICS 81%
Small but detailed cartoon-style sprites. The scrolling is very smooth and the animation is pretty decent.

SOUND 72%
The theme tune is accurate and true to the original cartoon series but tends to grate after a couple of sessions.

PLAYABILITY 88%
Fast moving and very addictive from the start, with lots to see and do.

LASTABILITY 87%
Each of the many levels is long and packed to the gills with challenge - platform fans should be in their element.

OVERALL 88%
Not groundbreakingly original, but very good nonetheless. Fun to play and long-lasting ·

CALIFORNIA GAMES
Can you ride it out?






RUNNING

The Dark Zone, once known for its complete lack of crime, has been invaded by a gang led by a strange criminal overlord known only as M. The police, suddenly overwhelmed by the crime wave, are not surprisingly completely powerless. This doesn't stop one particularly hard cop, Sergeant Brody, attempting a one-man assault on the overlord's criminal infested strongholds. Unfortunately, upon entering the danger zone, he is immediately blown away by an Uzi-wielding, sharp-shooting maniac. Such is life, and indeed death, for that matter.

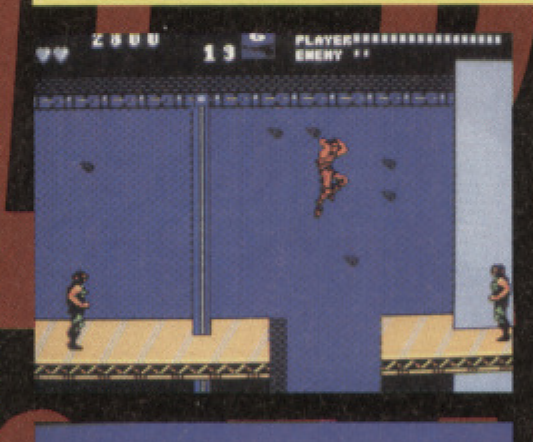
His best friend and partner, known only as Sergeant Gray, witnesses the brutal murder and attempts to do something about it. Using his martial arts skills and tough cop training he decides to avenge his dead chum by infiltrating all five of M's bases, kicking the waste products out of his cronies and finally facing up to M himself in a horrific final conflict.

The actual gameplay is pretty simplistic. The player controls Gray, who runs around the horizontally scrolling platform landscapes using his punching and kicking skills on the chins of the various criminals who accost him on his travels. This may sound pretty easy, but M's been expecting something like that and he's placed his best henchmen at the end of each level. They're just itching to kick Gray's ass up and down the many streets that make up the Dark Zone...



▲ *Sergeant Gray ducks to avoid enemy fire. Perhaps now he should beat up his assailant?*







▲ *Gray is able to whip out his firearm at will!*



SUPER SUITS ON A STICK

Should you chance across a fine SS icon, Gray is immediately endowed with a Super Suit. This boosts his attack strength fourfold, and makes his defensive moves twice as effective. The best icon to find is marked SR. The effects of this are dramatic. Gray's running speed becomes near lightning speed and he won't fall through holes in the scenery! As an added bonus, Gray is also invincible and enemies die on contact. Watch it though - there's a strict time limit for your killing spree.

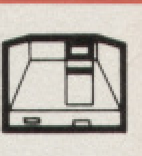


▲ *Leaping enemies accost Sergeant Gray in this fun-filled, action-packed adventure.*

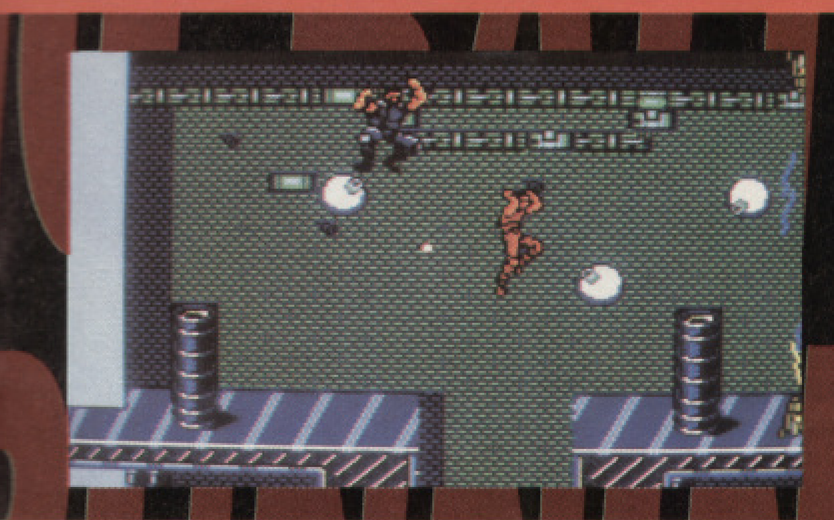
COMMENT

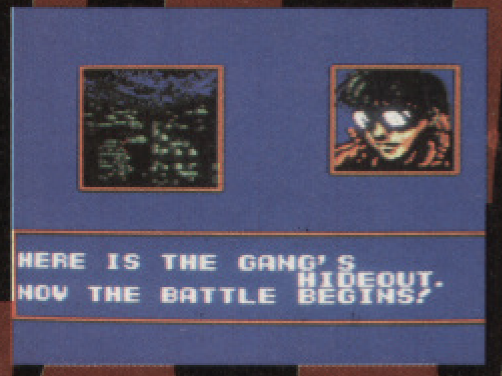
JULIAN

Running Battle's special suits, different weapons and beat 'em up action may sound like a recipe for a superb game, but unfortunately it's all half-baked. The sound is a ghastly booming cacophony, the background graphics are rubbish and the animation on the poorly-drawn sprites is wooden - the only decent bit is Sgt Gray's laughable epileptic fit attack that masquerades as a special move. And to cap it all, the gameplay is very poorly designed. During the level the baddies are completely pathetic and offer no resistance, whereas the end-of-level bosses are really tough, which makes play very frustrating and annoying. When it comes to the crunch, Running Battle seems to be half finished. With some graphical and gameplay tweaks it could have been pretty neat, but sadly it's not to be and the end product is a mediocre, irritating and horrible-looking beat 'em up which falls well short of its potential.

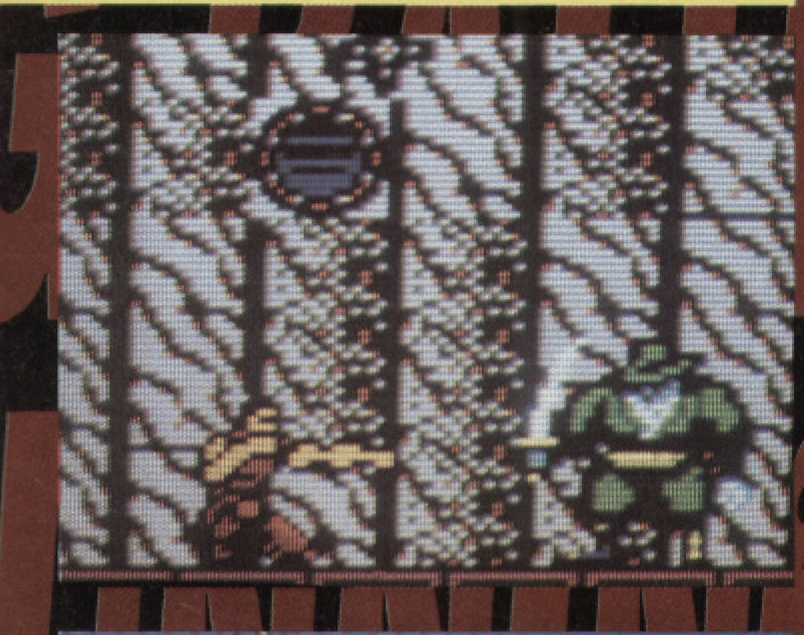


BATTLE











SHOOTING WEAPONS

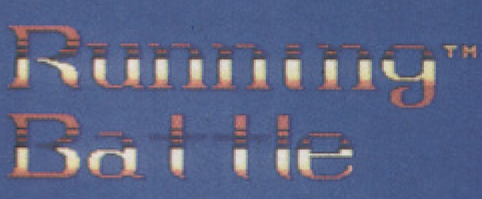
Located around M's stronghold are two different types of powerful weapon. The 9mm Beretta is very common on the earlier levels, and comes with thirty bullets (rather than fifteen in the magazine and one down the pipe like the real thing). If you're lucky, you should be able to get hold of the Uzi. Its bullets are far more powerful, but only ten rounds are supplied.

COMMENT



RICH

Running Battle ranks as one of the most desperately average games I've ever played on the Master System. The graphics are well-defined, but the final visual effect is very dull. The sound is predictably dire with awful tunes and uninspiring effects. Even in the gameplay stakes, Running Battle is lacklustre. There are only three attack moves, making the action repetitive and dull. I must admit that the "special" move (I think it's supposed to be multiple mid-air kicks to the face) made me laugh out loud - it looks as though your character is having airborne convulsions! Only the end-of-level bosses pose any serious threat to our stiff, almost unanimated hero - and they seem to dust him almost immediately. It's all a bit of a shame really because the Master System has been crying out for a decent beat 'em up and this definitely isn't it.



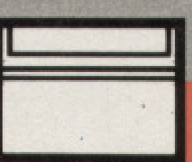


BY: SEGA

PRICE: £29.99

RELEASE DATE: NOW
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: ACCEPTABLE







PRESENTATION 42%

Running Battle is lacking in this department, with little in the way of options or pretty screens to look at.

GRAPHICS 55%

Visually, the game's pretty ropey with very dull backdrops and lacklustre animation.

SOUND 39%

Awful, unatmospheric music warbles along to the violent proceedings, with dull effects making up the rest of the soundtrack.

PLAYABILITY 59%

Running Battle seems quite a laugh to begin with, but with only three attack moves it quickly gets boring.

LASTABILITY 51%

Five levels of average, unexciting action won't keep you glued to the Master System for very long.

OVERALL 54%

A disappointingly average beat 'em up which falls well short of its potential.

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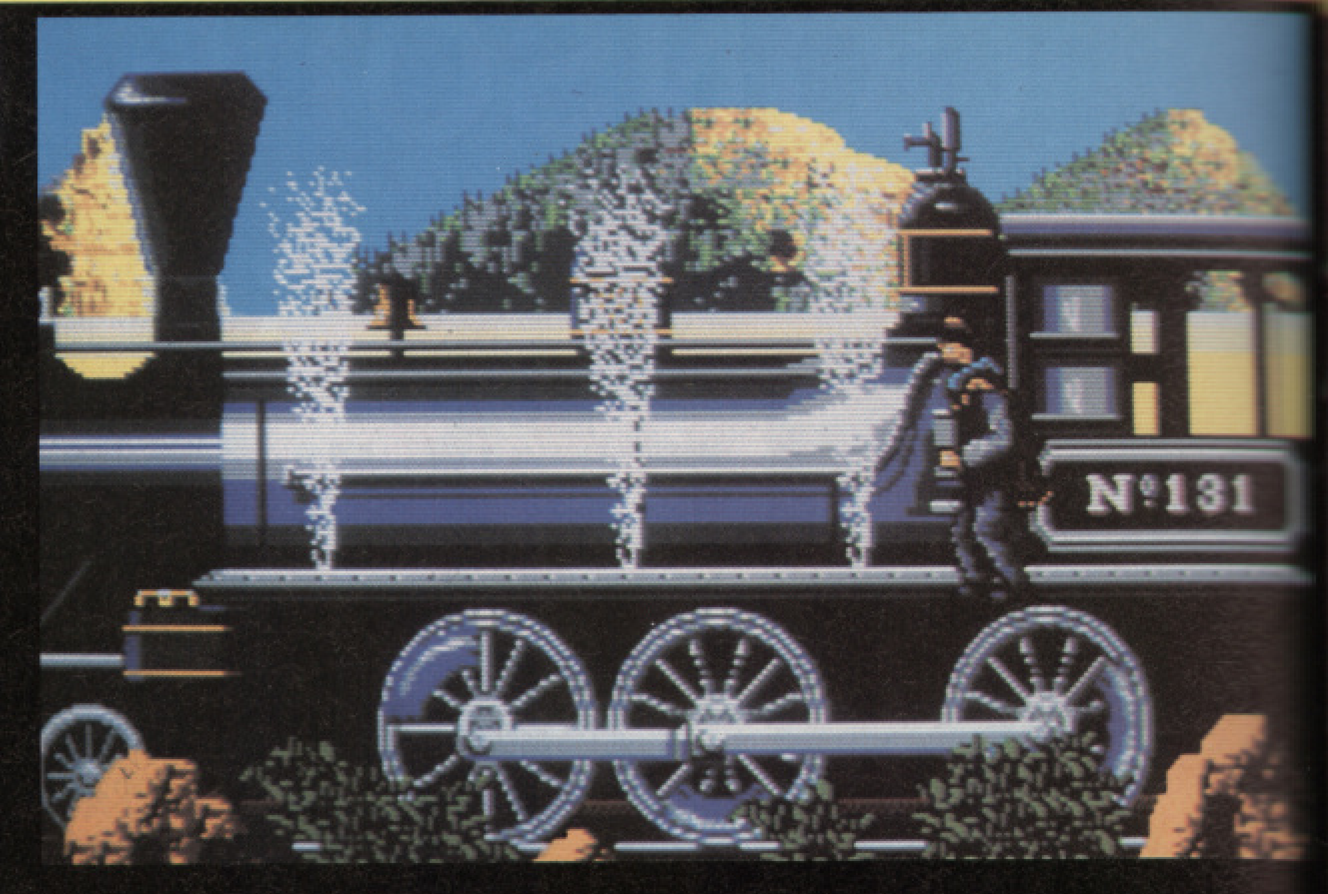


REVIEW

After his first accidental foray into the world of continuum-hopping, there's been no stopping Marty McFly. Whether it's buying sporting almanacs from the future to make lots of dough in the past, playing heavy metal concerts in the 1950s or even changing the course of history itself, Marty has got what it takes to be a true time traveller.

In this game, based around the third and final part of the Back to the Future film trilogy, Marty goes back to the 1880s to rescue his pal Doc Brown who was accidentally sent back to that era when his time travelling Delorean was struck by lightning. Along the way, Marty also has to thwart the evil ways of Mad Dog Tannen's gang, headed by an ancestor of Marty's arch enemy, Biff!

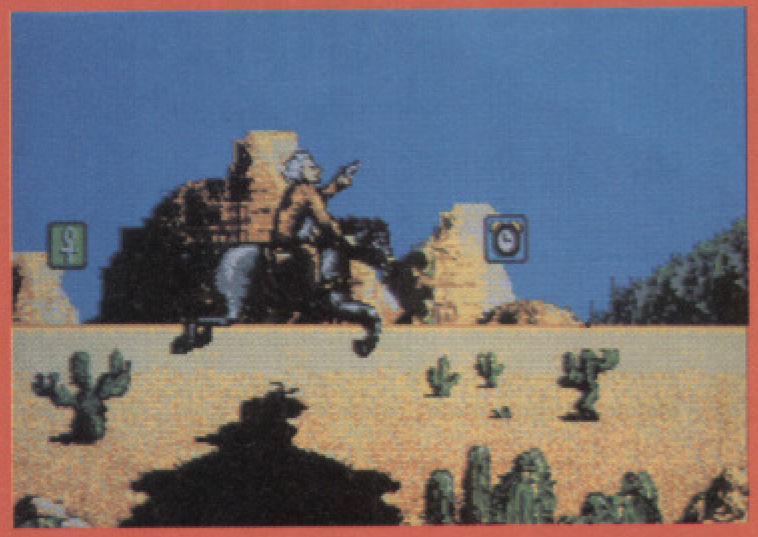
Back to the Future III adopts the familiar game-of-the-film format with each level representing a different scene from the film. There are four levels in all, the ultimate one being a ride atop a speeding train as Doc and Marty attempt to get the Delorean up to 88 mph so they can make the final time jump home.



BACK TO THE FUTURE PART III

Marty's on the warpath...

LEVEL ONE

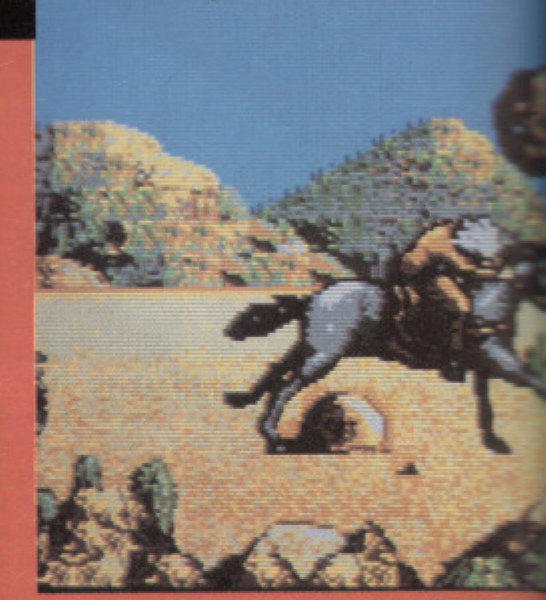


Calamity has struck! A buckboard carriage being driven by school ma'm Clara Clayton is out of control and is about to crash off a nearby cliff! Controlling Doc on his trusty steed, the player must stop her from plunging to her doom. Making life difficult are a veritable hail of deadly household objects flying off the cart, as well as hazardous ravines and bushes!

LEVEL TWO



At the village hoedown, Marty's given the chance to show off his top marksmanship abilities in the shooting gallery. There are loads of targets to shoot, and Marty must blast the requisite amount to be able to progress to level three.









Pie-slinging antics ahoy!

COMMENT

RICH

Back to the Future III is an instantly playable game that should go down well with fans of the film. Each of the four levels tests your arcade skills very differently, from the instant reflexes needed when you're chasing after Clara's runaway carriage to the pinpoint accuracy required for the shooting gallery. On the whole, the graphics are pretty good, with the Wild West atmosphere captured perfectly. The sprites and backdrops are all well defined, and the animation is good too. What I didn't like much about the game was the rather naff music and the lack of levels. It didn't take me more than a day or so to see the whole game and I couldn't help wanting a lot more from the package. It's also a bit of a cheek asking Megadrive owners to pay ten quid extra for what is basically an Amiga game that retailed at £25.00. If it's variety in your gameplay you're after, Back to the Future III scores highly - but's it's just too easy to see everything the game offers.



Marty's getting pretty angry now.

LEVEL THREE



Mad Dog's gang are holed up in town and Marty must bring them all to justice. The only problem is that the gang are armed with guns and all Marty has is a great pile of frisbee pie dishes!

LEVEL FOUR



The final level is set atop a speeding train which is pushing along the Delorean time machine. Hazards abound as Marty collects the charges which are required to get the train up to 88mph and thus return the heroes to the present day.

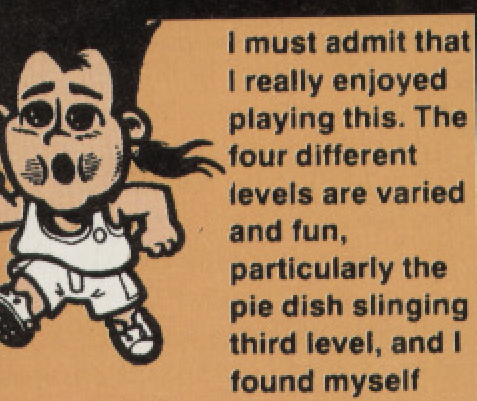






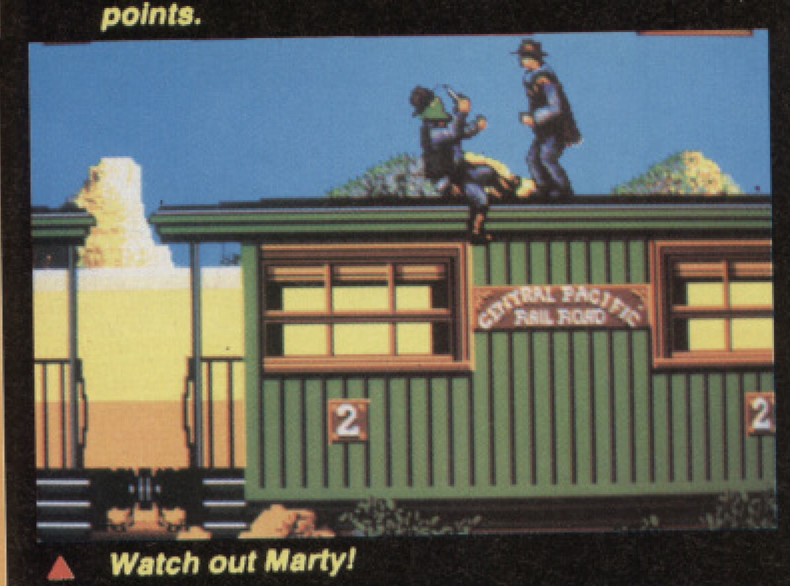
▲ *Shoot the objects around the edge for extra points.*

COMMENT



JULIAN

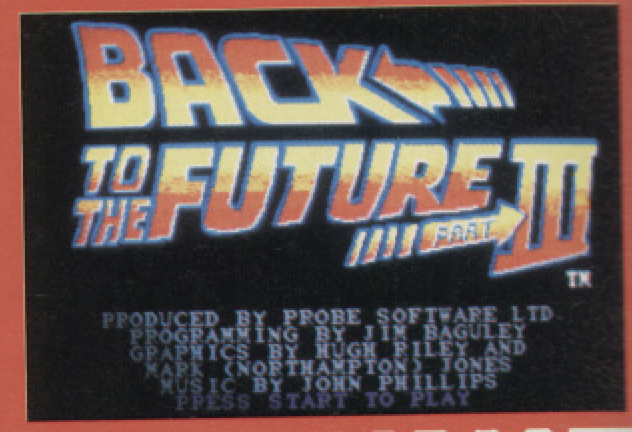
I must admit that I really enjoyed playing this. The four different levels are varied and fun, particularly the pie dish slinging third level, and I found myself constantly going back for another shot. The problem is, though, that it doesn't take more than a day or two to go through the entire game, and once you've done that the appeal starts to wear off. If there had been more levels, this would have been a superb film tie-in. The graphics and sound are both good, and as I've already said, it's great fun to play. However, its lack of challenge means that only Megadrive beginners will really get their money's worth.



▲ *Watch out Marty!*





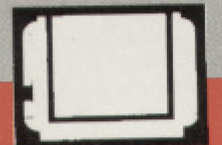


BY: MIRRORSOFT

PRICE: £34.99

RELEASE DATE: FEBRUARY
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 76%

Amusing intermissions, but no options. In-game presentation is smart.

GRAPHICS 84%

Some great sprites and animation throughout.

SOUND 80%

A selection of good quality tunes and frontier-world style effects accompany the action.

PLAYABILITY 86%

Very addictive at first, with the four levels offering plenty of varied and highly enjoyable action...

LASTABILITY 61%

...but once you've completed it (which doesn't take that long), the appeal starts to wear off.

OVERALL 77%

A varied and thoroughly enjoyable film tie-in which is let down only by its lack of lasting appeal.

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The icons are ignored as the players indulge in fisticuffs.



Speedball's back! After a hundred years of absence, the most violent sport ever devised by man has bounced back - and this time it's twice as deadly!

Like the original Speedball, the game's authorities have left all of the rules and referees out, which generally ensures that plenty of entertaining, physical violence is the order of the day. No matter how violent a game may be, there's got to be an objective. In Speedball 2 it's scoring points, and the most usual form of this pursuit comes from scoring goals in the opposition's "net". But as you'll read later on, there are quite a few more tally-toting techniques to discover.

In addition to the smash, grab 'n' score antics of the actual game, Speedball 2 also puts you in the role of team manager. This means that you supervise eac player's training programme, as well keeping an eye on the transfer market for any Lineker-esque goal scoring star players. Training and new players are paid for with the prize money you receive from each game played.

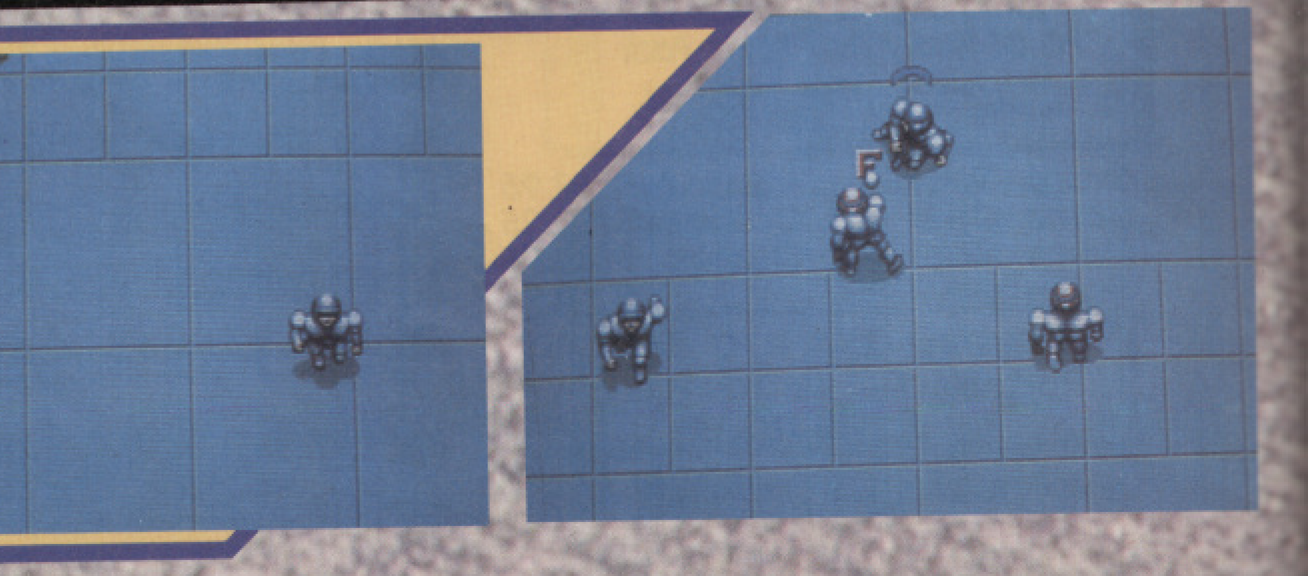
You start the game with your team, Brutal Deluxe, languishing at the bottom of Speedball Division Two. Using your skills and judgement, it's your job as player manager to get to the top of Division One - and stay there!



SPEEDBA

GO FORTH AND MULTIPLY

Scoring points is the aim of the game and you can boost your goal-scoring potential many times by lobbing the ball through the score multipliers located on either side of the Speedball pitch. Goals are usually worth ten points, but with the aid of the multiplying mechanism, up to fifty points are there for the taking!



COMMENT

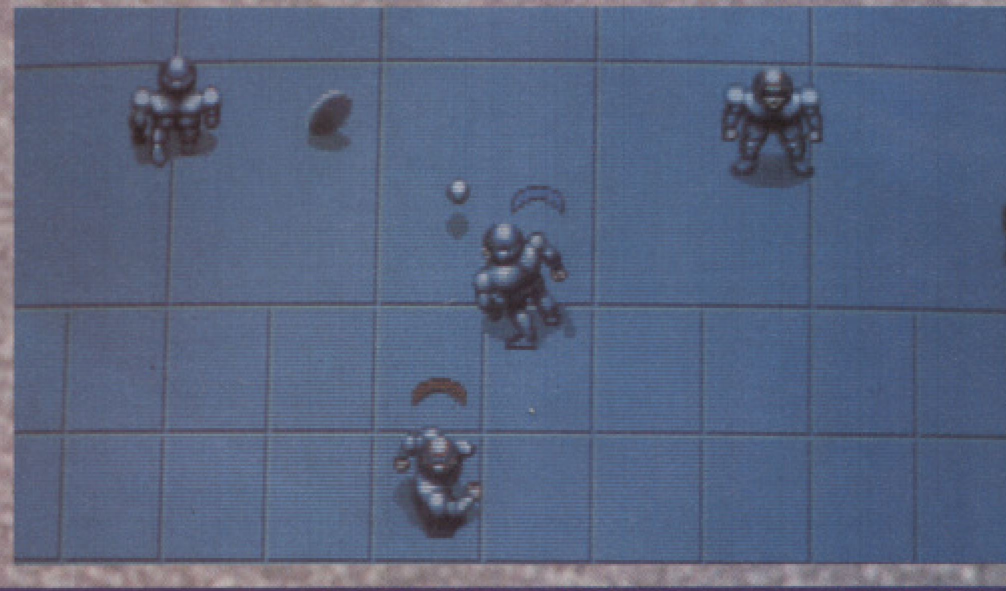
RICH

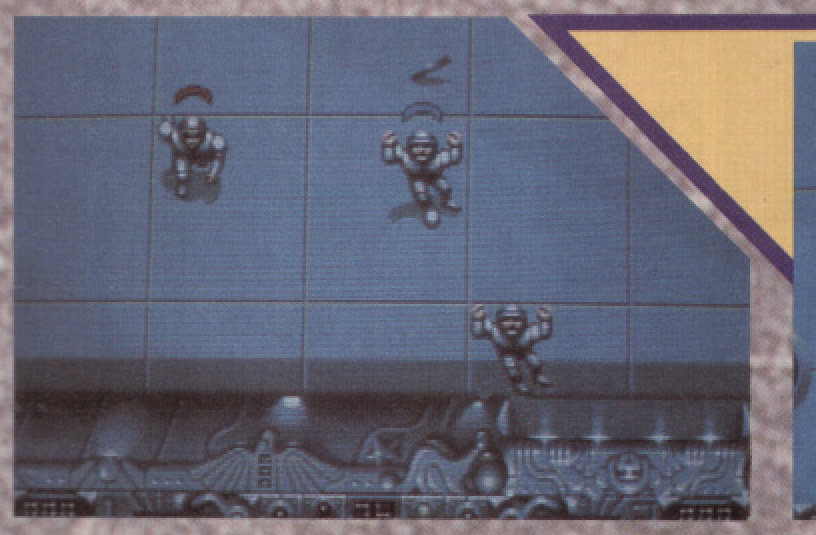
Speedball 2 is one of the finest Amiga games I've ever played, and apart from minor sonic differences, this Megadrive version is exactly the same. All the fun of beating up a legion of enemy players and scoring a goal after gratuitously assaulting the goalie has you playing on your 16-bit machine for ages! I also like the way that scoring points isn't solely reliant on getting the ball past the opposing goalie. All of the score multiplying and star-spanging makes for some exciting action in the mid-field area as well as at each end. The graphics and sound are good, serving their purpose well, and with all of the different game options, there's tons here to be getting on with. As fast-action violent games go, Speedball 2 is excellent, with only EA Ice Hockey beating it in the entertainment stakes.

IT'S A KNOCKOUT

There are three main game types in Speedball 2. The knockout game gives you a chance to go for the coveted Speedball cup by taking part in a series of elimination games. But beware, for if you lose one game you're out! The league option puts you in a duel division league environment, where reaching the top is your ambition. The final option is the usual two-player mode, where two human Speedballers battle it out for sphere-related supremacy!



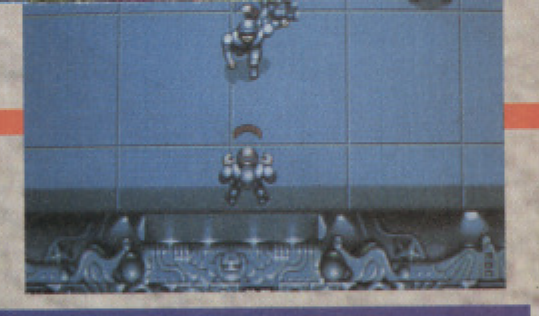






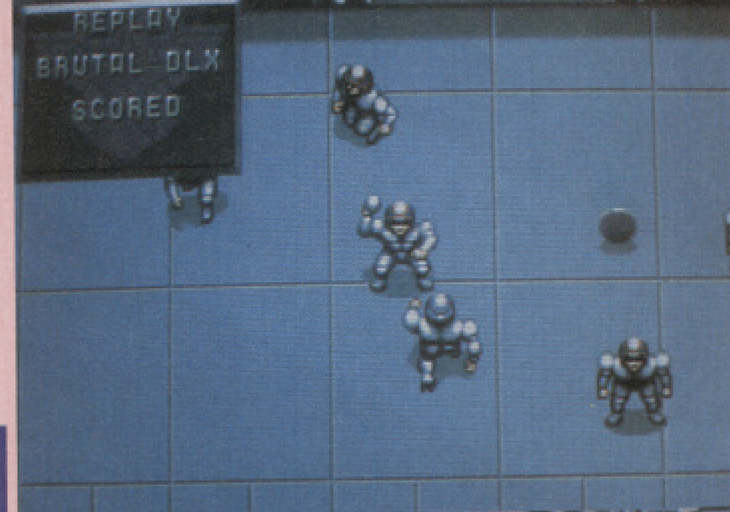
ICON MOVE ANY MOUNTAIN

During the game itself, icons pop up from time to time. Collecting these can boost your speed, stamina and performance. Other icons have instantly detrimental effects on the other team, by immobilising them or draining stamina. If you really feel like annoying your opponent, collect the reverse controls icon!



REPLAY!

After a goal has been scored, the action instantly cuts to a slow-motion replay of the last few seconds of the match. This is a pretty gratuitous feature of the game, but does come in handy for showing off, or humiliating your opponent in a two-player game.



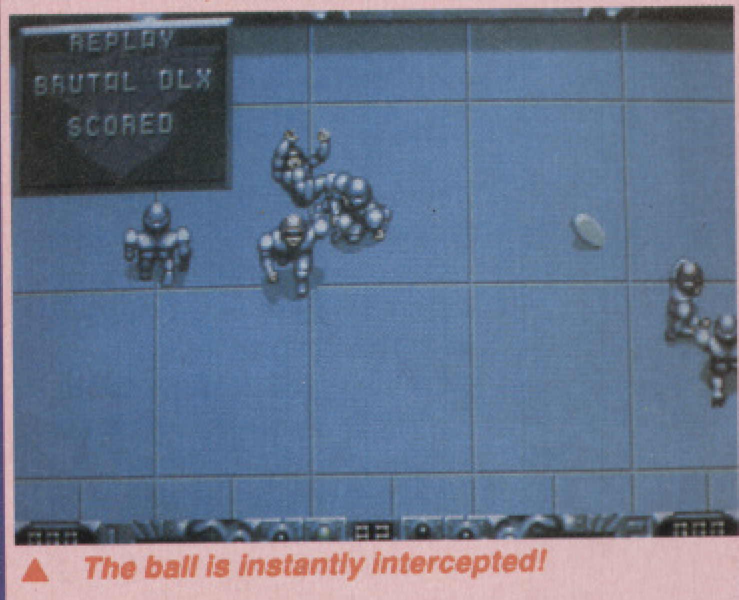
▲ *A pass made in desperation!*

COMMENT



JULIAN

Speedball 2 is a superb future sports simulation that combines extremely fast and addictive gameplay with plenty of violence. It's one of those games that's very easy to pick up and play, but has the potential to let experts learn some amazing tricks and tactics. Like all sports games, the two-player mode provides the most fun (you just can't help screaming and shouting at your opponent - especially when play starts to get dirty), but that's not to say that single-play action is dull. Not at all - the computer opponents pack a hefty punch and the management section adds a whole new angle to the game. With its excellent graphics and superb gameplay, Speedball 2 is a long-lasting and thoroughly enjoyable sports simulation that should definitely be checked out.



▲ *The ball is instantly intercepted!*



▲ *It's GAME OVER, and your completely inept performance is ridiculed in print.*

WELCOME TO CONDITIONING

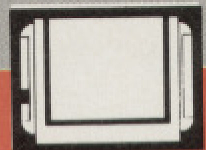
Between each game, you're whisked away to the conditioning room where money is spent beefing up your players' abilities. However, as you can see from this screenshot, ordinary players' abilities can never reach 100%. You've got to buy a star player from the transfer market to see some truly exceptional skill.



SPEEDBALL 2 BRUTAL DELUXE

BY: MIRRORSOFT
PRICE: £29.99
RELEASE DATE: FEBRUARY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: SPEEDY

1-2 PLAYERS





PRESENTATION 90%
Excellent, with a decent attract sequence, plenty of options and some stunning still screens.

GRAPHICS 91%
The Cyberpunk-style look is used to great effect, with detailed, well-animated visuals that enhance the atmosphere no end.

SOUND 83%
Plenty of crowd noise along with grunts from the players and loads of metal-on-metal spangs.

PLAYABILITY 87%
Great, with the extreme violence and speed making the game very enjoyable to play.

LASTABILITY 87%
The league takes ages to master, and once you've finished that there's still the knockout options and two-player games to enjoy.

OVERALL 88%
Fast, thrilling and violent, Speedball 2 is the best future sport game available on the Megadrive and is a must for sports fans.

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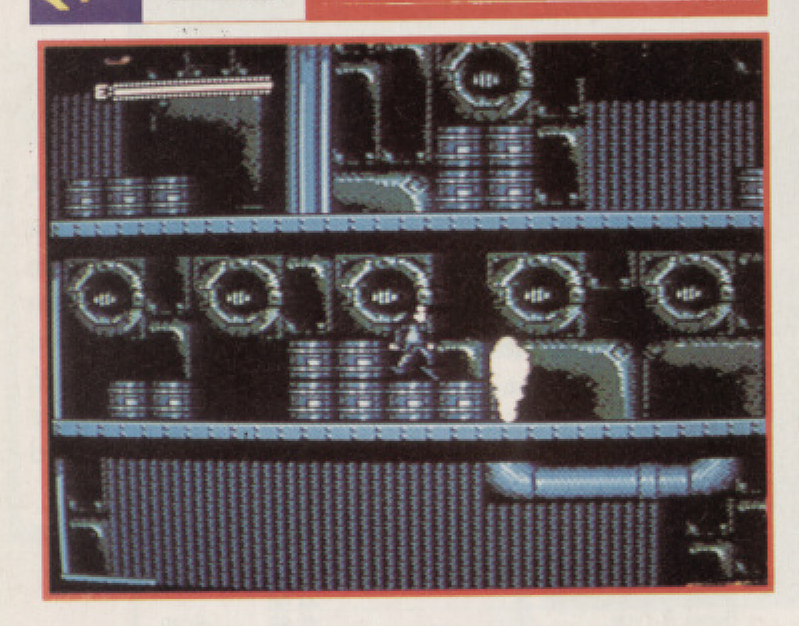
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▲ *John Connor makes the Terminator swear not to kill anyone.*



TERMINATOR 2 JUDGMENT DAY

THE STORY

Los Angeles may once have been a vast, sprawling built-up area humming with activity. But after August 29 1997, it's an unforgiving desert littered with the burnt-out debris caused by the nuclear war called Judgment Day. From the ashes of the atomic blast rose the Hunter Killer and Terminator machines, manufactured by the megalomaniacal computer Skynet. Their purpose was simple: to eliminate Skynet's only remaining enemies, the survivors of the holocaust.

Unfortunately, Skynet's plans were foiled by one man, John Connor. He banded the survivors together and launched a devastating counter-attack against Skynet, destroying its main control complex. Almost crippled, Skynet attempted one last desperate gambit. It sent two Terminator machines back in time to destroy John Connor's very existence and thus change the future. In both cases, Connor was able to send a lone warrior back through time to counter the menace.

The first Terminator was sent back to 1984, with John's mother, Sarah, targeted for termination. It failed. The second, deadlier T-1000 machine (that can mimic the appearance of just about anything it touches) was sent back to strike at John Connor himself when he was still a child. In a bid to protect his past from this horrific machine, Connor captures and reprograms a Cyberdyne Systems model 101 Terminator, similar to the one sent to pursue Sarah Connor in 1984. Its mission: to protect the would-be world Saviour...



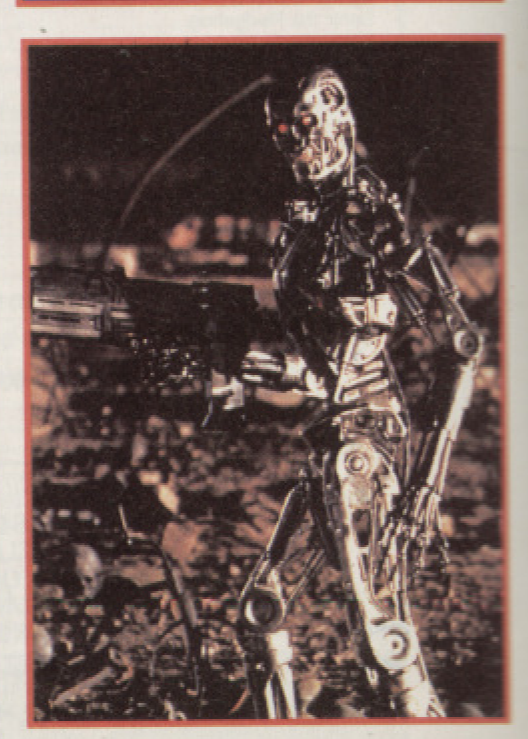
COMMENT

JULIAN

It's a complete mystery to me why the programmers of this didn't copy the game design of the Gameboy version. Its varied, multi-level gameplay follows the plot of the film perfectly and makes for a gripping, atmospheric game. This Nintendo version undoubtedly looks and sounds very slick, but features different gameplay which has less levels and variety than the Gameboy version! It's fairly fun to play, but when it comes down to it, Nintendo T2 is a very standard platform game and its five levels offer only a moderate challenge and feature little in the way of thrills and spills - a real shame when you consider the immense potential given by the film's unbelievable out-and-out action! There are plenty of better platform games available on the NES, so unless you're absolutely desperate for a T2 game, shop around before you buy.

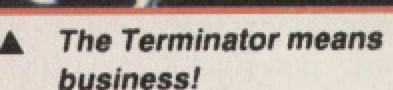
▼ *The T-1000 has John Connor targetted for termination.*



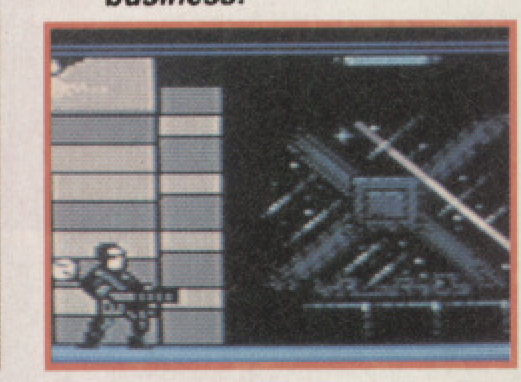








▲ *The Terminator means business!*





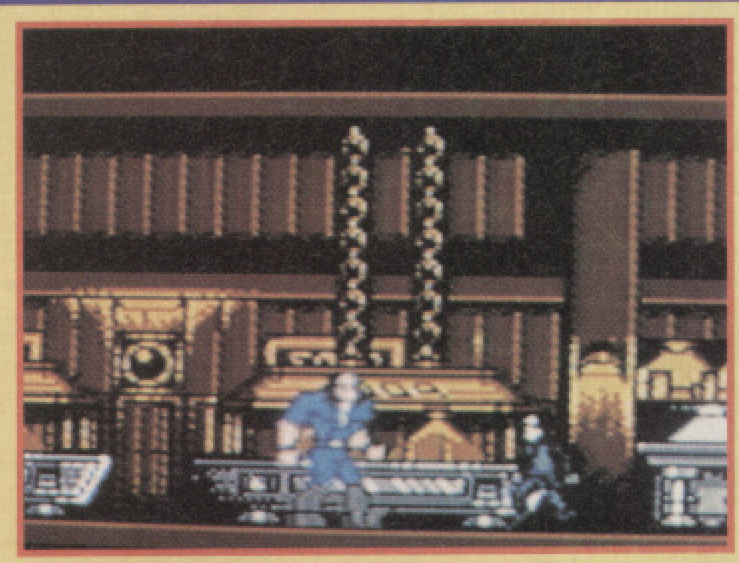
COMMENT



RICH

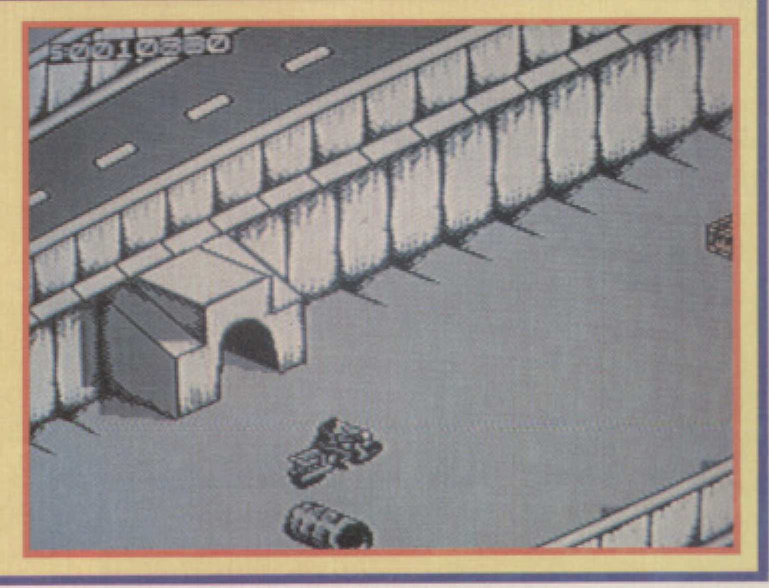
After the pretty excellent Gameboy version of Terminator 2, I was expecting a more in-depth, colour version of the same game for the trusty ol' Nintendo. I ended up being rather disappointed. Although there are five levels, there are only three different styles of play - with none of them being that interesting. The most common is a simple search through a platform environment, shooting people who get in the way. At the beginning and end of the game you're treated to dull platform action, where the Terminator indulges in limited fist-related beat 'em up action. Perhaps the most impressive level is the isometric 3D flood channel stage - but this does not take too long to complete at all. As a film tie-in, T2 is extremely disappointing, with too few stages that just aren't varied or exciting enough to make the game worthwhile.

I NEED YOUR CLOTHES AND YOUR MOTORCYCLE



The Terminator arrives at a seedy highway truck stop, where he is immediately set upon by a gang of thugs. A bit of fisticuff action follows and once the threat has passed, the Terminator's targeting system is invoked. First of all, a motorcycle is required. A nearby tavern provides the goods, after yet more fist-related tomfoolery. The next priority is to find John Connor.

MY MISSION IS . . . TO PROTECT YOU . . .

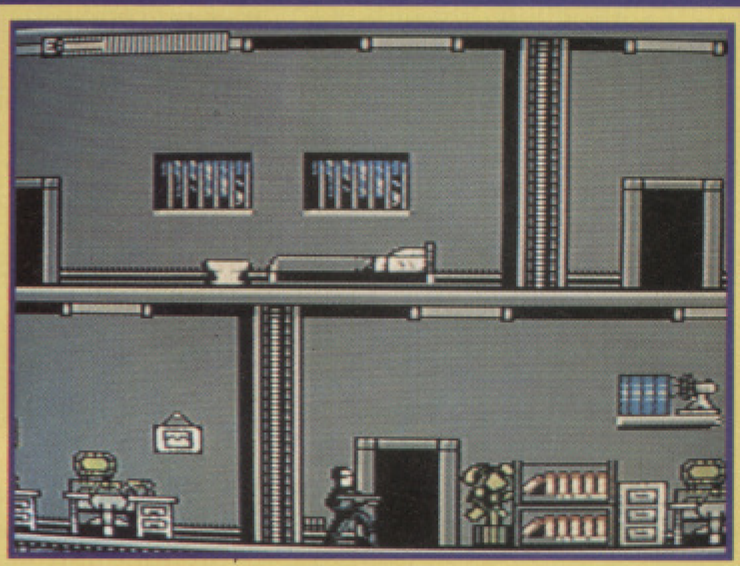


The Terminator has located John Connor speeding along the Los Angeles flood channel on his souped-up motorcycle. The T-1000's in hot pursuit though - at the wheel of a massive truck! Using his Harley Davidson motorcycle skills, the Terminator must negotiate the many hazards of the flood channel and rescue John before the T-1000 runs over the defenceless lad.



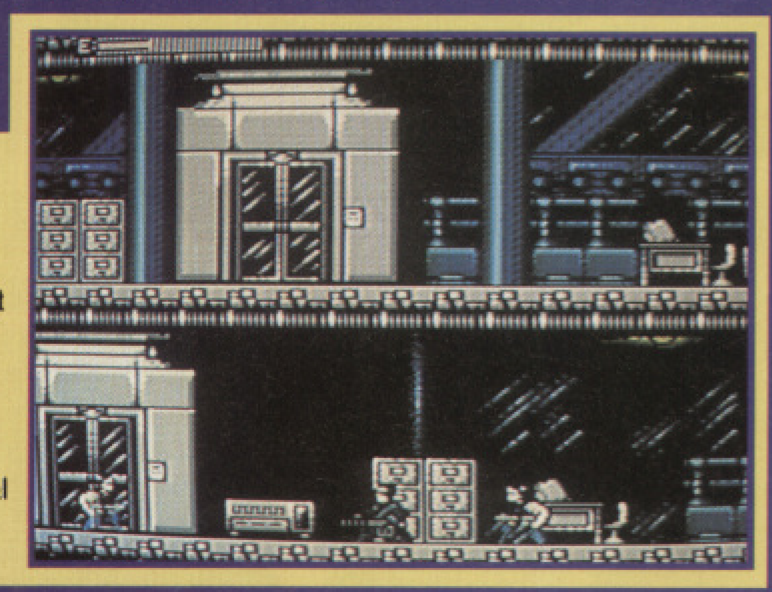



COME WITH ME IF YOU WANT TO LIVE . . .



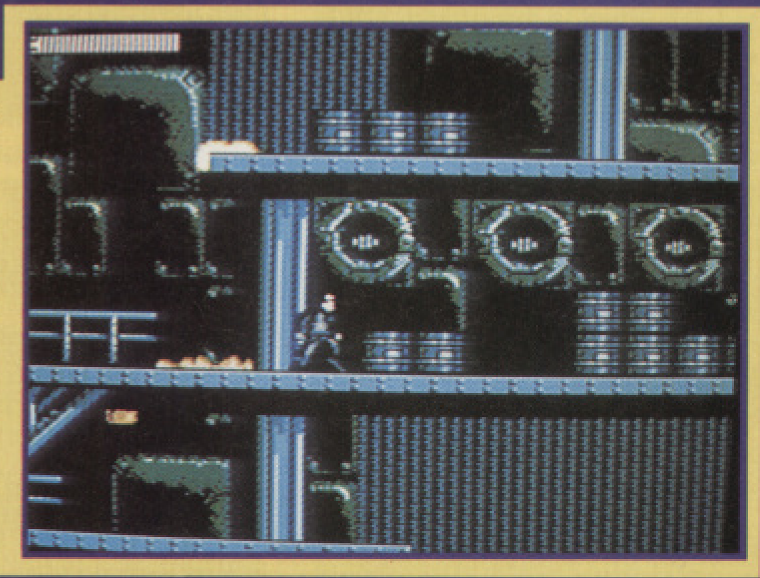
Rescuing Sarah Connor from the clutches of the state mental hospital is John's first wish, and the Terminator is ordered into attempting the rescue bid. Unfortunately, the T-1000's tactical computer anticipates this move. This level is a race against time to find Sarah Connor before the Terminator is overpowered by the hospital authorities and the poly-mimetic alloy T-1000!

I HAVE DETAILED FILES . . . .



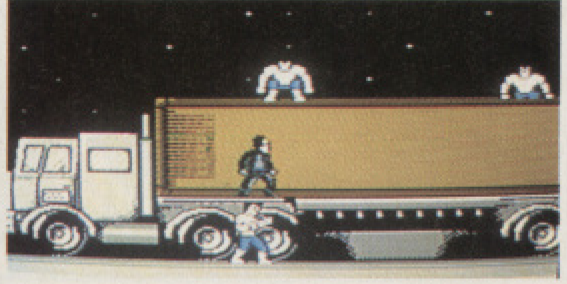
Only by destroying the research Cyberdyne Systems has carried out into a revolutionary microprocessor can the future be saved from the horror of Judgment Day. This entails the Terminator running around the Cyberdyne building in a similar manner to the hospital level, shooting guards (in the legs, of course) in a bid to steal the remains of the machine that terrorised Sarah Connor in 1984!

HASTA LA VISTA, BABY . . . .



Cyberdyne is history - but the T-1000's mission parameters are still active and John Connor remains in dire peril! Our heroic gang hole up in an abandoned steel mill - and the T-1000's close behind. Therefore it's the Terminator's job to duff up the liquid metal killing machine. Only when the danger has passed can he self-terminate and banish all probability of Skynet ever causing the holocaust.

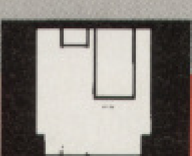






BY: ACCLAIM
PRICE: £TBA
RELEASE DATE: FEBRUARY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 93%
Completely brilliant. Great Terminator red-out eye-view screens and well-drawn cameo graphics of the main characters.

GRAPHICS 88%
The backdrops are recognisable from the movie, and the sprites are all well-defined with decent animation.

SOUND 83%
Although the excellent film score is missing, T2's tunes are very atmosphere indeed.

PLAYABILITY 77%
Easy to get into, but the simplistic gameplay of each sub-level could put you off pretty quickly.

LASTABILITY 69%
The stages aren't varied or thrilling enough to keep you glued to the console for very long.

OVERALL 72%
Possibly the greatest film licence ever is wasted on a fun, but ultimately shallow game.



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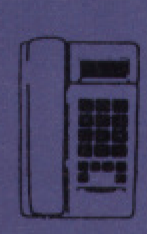
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AMERICAN FOOTBALL SPECIAL

If you've just watched and enjoyed the Superbowl and want to indulge in your own orgy of gridiron violence, why not grab yourself a American football console game? To help you make that all-important choice, MEAN MACHINES brings you the Ultimate American Football Game Guide!



NINTENDO

TEN YARD FIGHT

There are plenty of Nintendo American football games available in the States, but so far the only one to make it across the Atlantic is this conversion of the ancient 8 year old Irem coin-op. Rather than being an accurate simulation, it's a simplified four-level arcade-style version of the sport. It's a basic, but fun game. The graphics and sounds are rudimentary to say the least, but the simplified gameplay means that even a complete American football novice can quickly learn how the sport works.

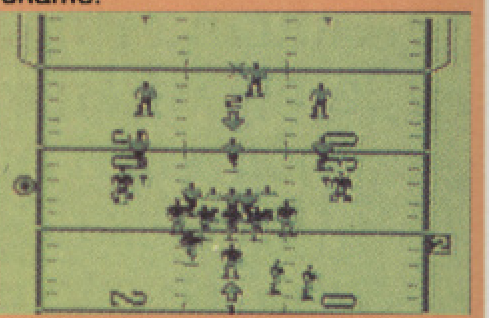
GRAPHICS	68%
SOUND	61%
PLAYABILITY	78%
LASTABILITY	73%
OVERALL	74%



GAMEBOY

NFL FOOTBALL

The only American football game currently available at the moment, and sadly it's not very good. Despite the wealth of play options and a two-player mode, the gameplay is so slow and the graphics so small and blurred that you simply cannot see what's going on and the game swiftly becomes very frustrating. A real shame.

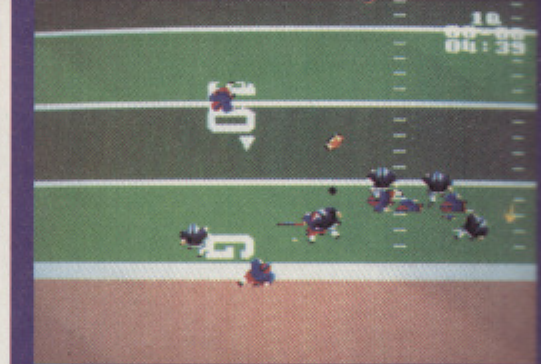


GRAPHICS	41%
SOUND	60%
PLAYABILITY	49%
LASTABILITY	31%
OVERALL	40%

MASTER SYSTEM

AMERICAN PRO FOOTBALL

By far the finest 8-bit American football game available on any system, American Pro Football is absolutely superb, with tons of play options available, well graded difficulty settings and highly enjoyable and very addictive gameplay. An absolute must for American football loving Master System owners.

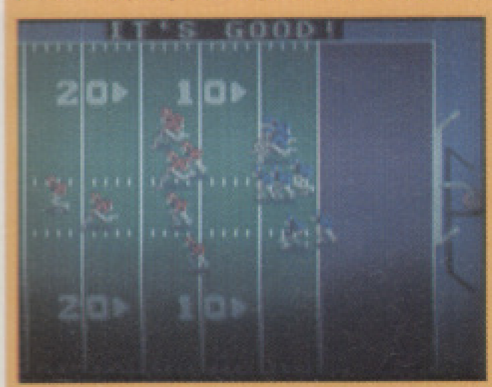


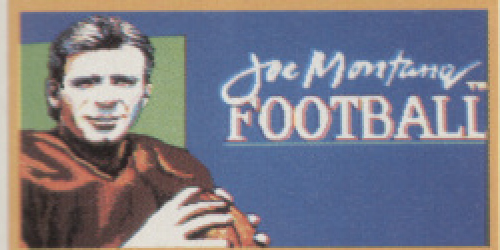
GAME GEAR

JOE MONTANA FOOTBALL

Virtually identical to the Master System version from which it was developed, Joe Montana Football suffers from similar problems. The graphics and sounds are alright, but the big problem is with the gameplay - it's far too easy and it lacks depth and excitement. American football fans on the move might want to give it a go, but we think you'd be better off buying Master System American Pro Football and a Wide Gear so you can play it on your Game Gear





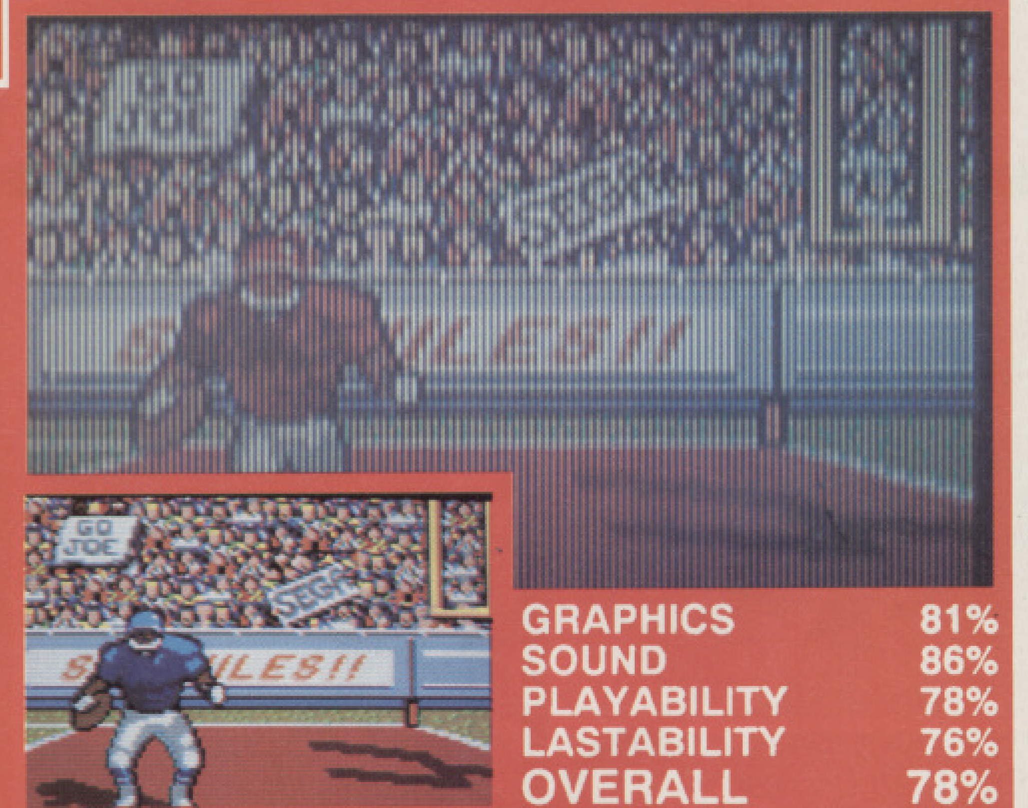


GRAPHICS	68%
SOUND	70%
PLAYABILITY	69%
LASTABILITY	61%
OVERALL	65%

MEGADRIVE

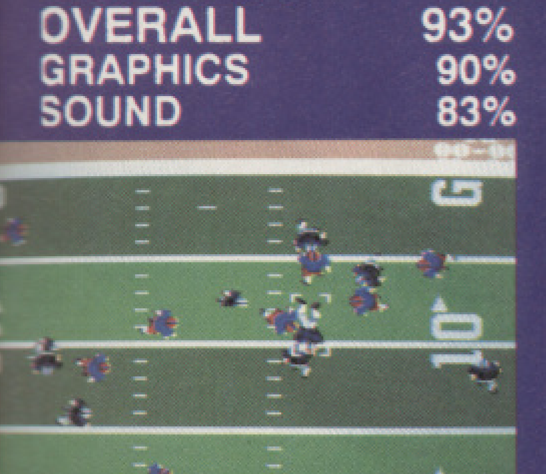
MIKE DITKA'S POWER FOOTBALL

Looking like a cross between John Madden's and Joe Montana, Mike Ditka's is a fairly enjoyable American football game which looks and sounds very slick but is ultimately let down by its lack of depth and rather unresponsive controls. It's a simple game to get into, but at the end of the day you'd be better off buying the more sophisticated John Madden's - it might be harder to get to grips with, but you'll be playing it for months longer than this.



GRAPHICS	81%
SOUND	86%
PLAYABILITY	78%
LASTABILITY	76%
OVERALL	78%

PLAYABILITY	94%
LASTABILITY	90%
OVERALL	93%
GRAPHICS	90%
SOUND	83%



JOE MONTANA FOOTBALL



Although it looks impressive, Joe Montana Football is let down by its unthrilling and unchallenging gameplay. The two-player mode is a little bit more fun, but even then the action simply doesn't offer enough depth or variety. If you want gridiron thrills 'n' spills, check out American Pro Football instead.

GRAPHICS	64%
SOUND	69%
PLAYABILITY	66%
LASTABILITY	62%
OVERALL	65%

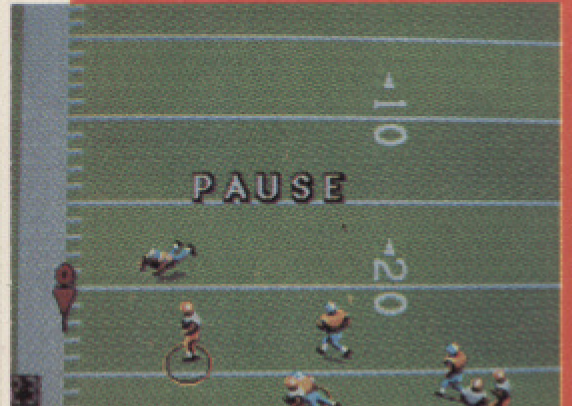
GREAT FOOTBALL

Suffering exactly the same problems as Joe Montana Football but even more so, Great Football is a limited, ugly-looking game which offers little in the way of excitement. Buy the far superior American Pro Football instead.

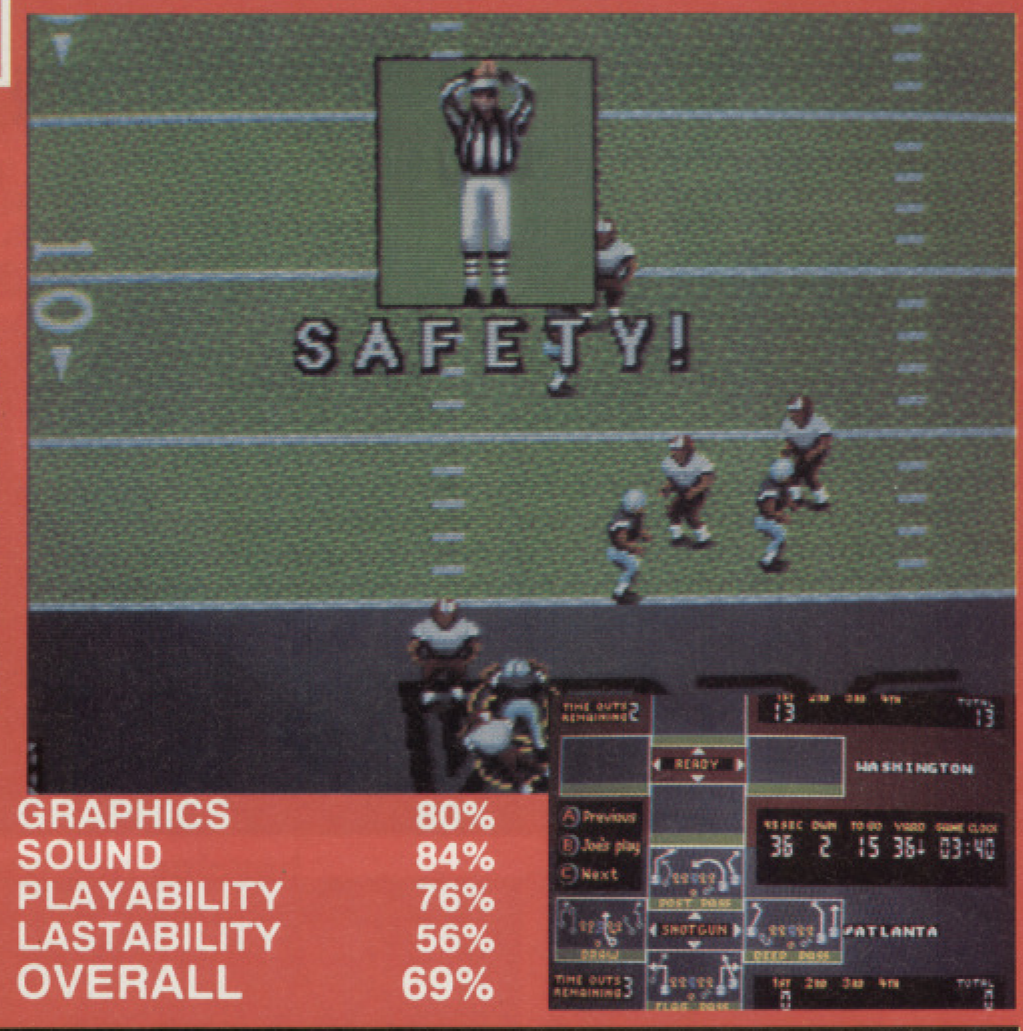
GRAPHICS	61%
SOUND	58%
PLAYABILITY	61%
LASTABILITY	53%
OVERALL	55%

MEGADRIVE

JOE MONTANA'S FOOTBALL



Joe Montana's is the easiest Megadrive American football game to get into, but that's its downfall. The computer opponent is a complete pushover and the limited amount of plays means that the game is very quickly mastered and becomes dull soon after.



GRAPHICS	80%
SOUND	84%
PLAYABILITY	76%
LASTABILITY	56%
OVERALL	69%

JOE MONTANA'S SPORTSTALK FOOTBALL

Rather than tackle John Madden head-on, Sega have taken an unusual approach with this one and the end result is a stunning showpiece game. Containing the most speech ever heard in a videogame, Sports Talk football gives you a full commentary as you play! The effect is astounding and is guaranteed to reduce even the most ardent Amiga owner into a gibbering wreck. The gameplay is simple but enjoyable, and the game is recommended to players who already have John Madden's in their collection.

GRAPHICS	81%
SOUND	96%
PLAYABILITY	85%
LASTABILITY	80%
OVERALL	83%



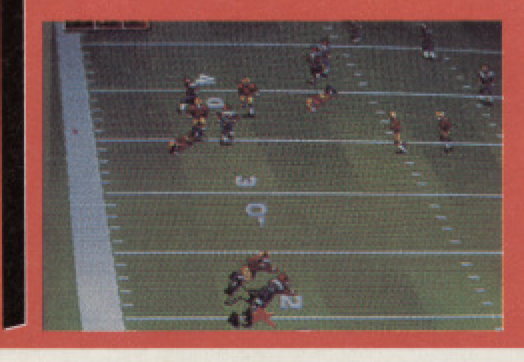
JOHN MADDEN'S FOOTBALL

The original stunner, this is simply an astonishing American football game. It's since been superseded by John Madden's Football '92, but at its reduced price of £29.99 it's still well worth a look if you can't quite stretch to the £39.99 price tag of John Madden's Football 92.

GRAPHICS	94%
SOUND	95%
PLAYABILITY	95%
LASTABILITY	92%
OVERALL	93%

JOHN MADDEN'S FOOTBALL '92

John Madden's Football '92 features superb graphics, sound and presentation and stunning gameplay. All the thrills and excitement of the sport has been captured perfectly and the end result is THE finest American football game available on any system. An essential purchase.



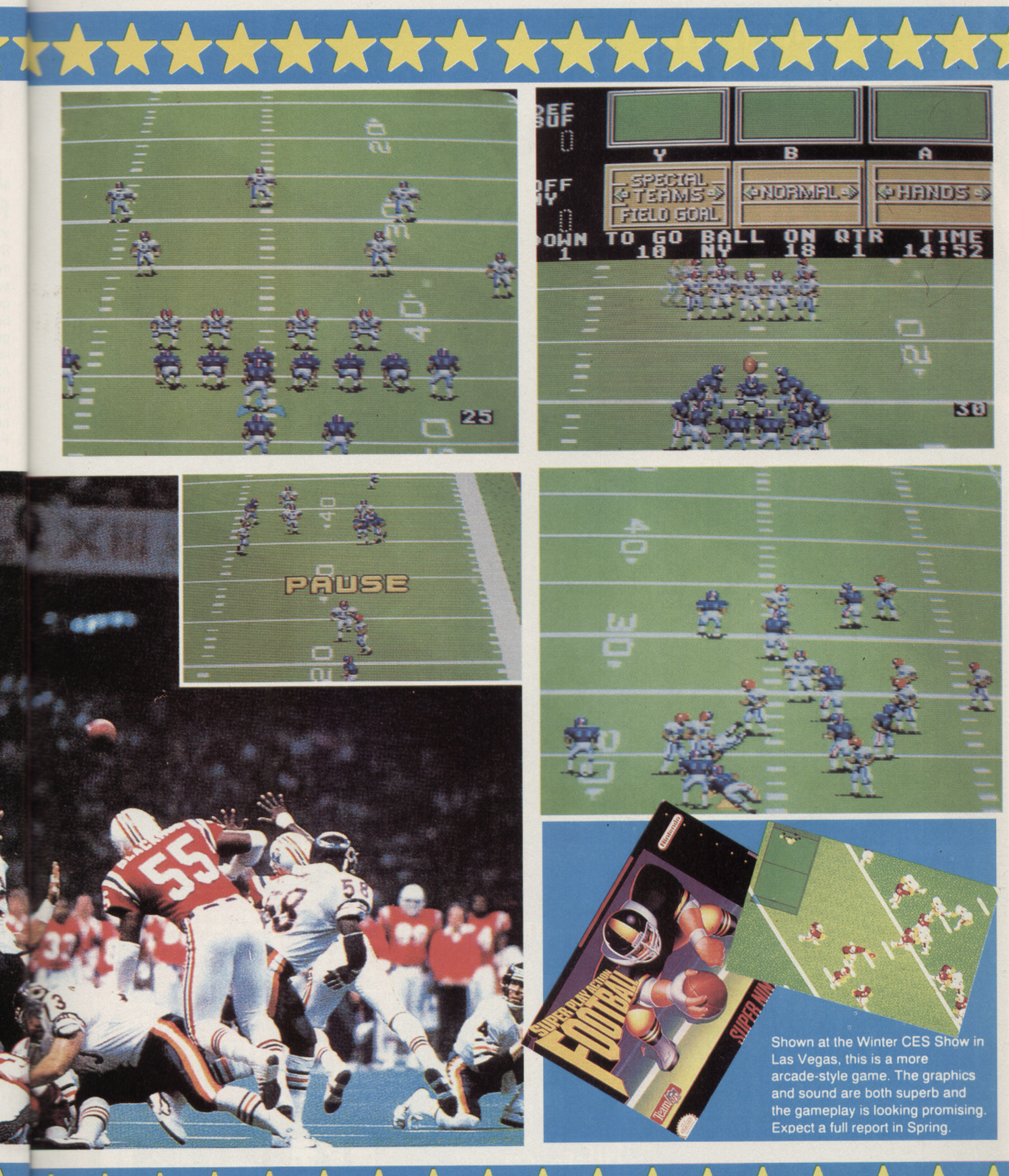
GRAPHICS	95%
SOUND	94%
PLAYABILITY	96%
LASTABILITY	94%
OVERALL	95%

SUPER NES

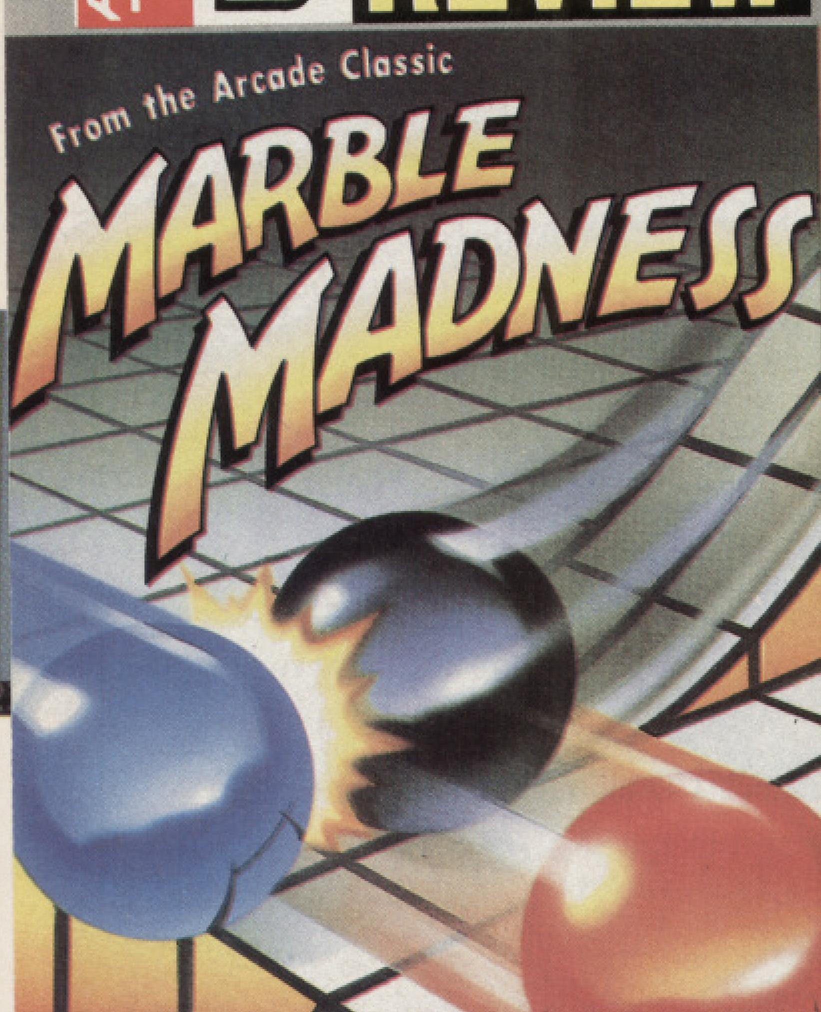
JOHN MADDEN'S FOOTBALL

The version currently available on import is surprisingly disappointing. Compared with the original Megadrive version it looks unfinished and suffers from flickery graphics. The gameplay, although fun, is also a bit rough around the edges. Electronic Arts are aware of these criticisms and are currently reprogramming the game for official UK release later on this year. Our advice is to hang on until then, rather than buy this version.





Shown at the Winter CES Show in Las Vegas, this is a more arcade-style game. The graphics and sound are both superb and the gameplay is looking promising. Expect a full report in Spring.

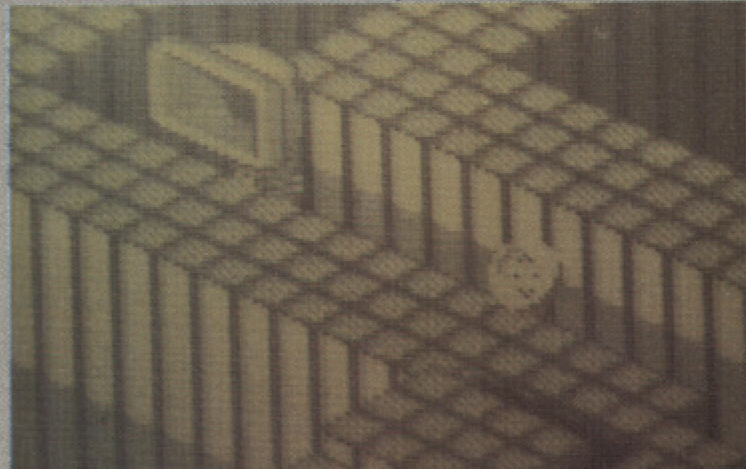


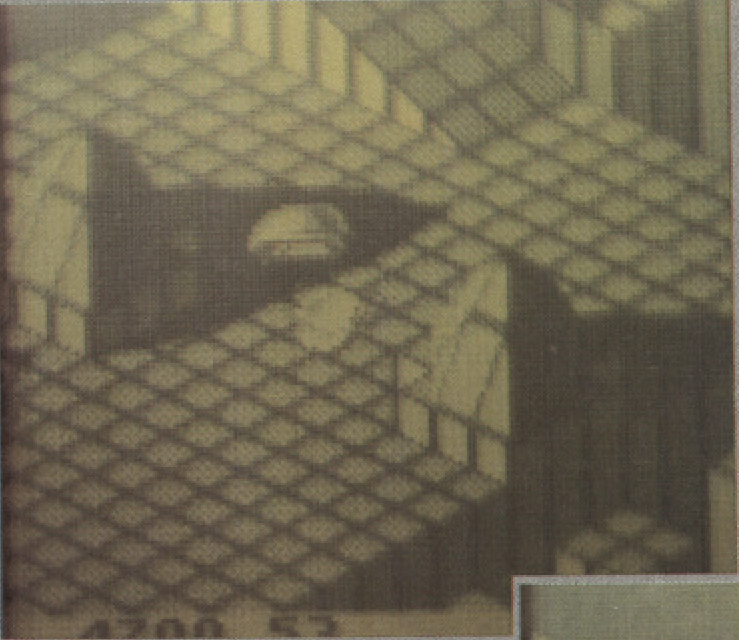
Converted from the massively successful Atari coin-op, Marble Madness casts the player as a marble out to win a number of races set on a scrolling isometric 3D environment.

There isn't exactly much in the way of competition. Your objective is just to beat the clock and finish the race before the timer reaches zero. This might sound simple, but making matters more difficult are the sheer amount of hazards to be overcome. The marble responds realistically to the contoured terrain making half of the challenge keeping your marble rolling in the direction you want it to. Different surfaces, like ice, for example, make keeping control even more difficult.

But perhaps the most dangerous obstacles are the living creatures that infest the Marble Madness domain. The most common are black marbles that attempt to barge you off the edge of the course. Other hostile creatures come in the form of acid pools that literally burn your sphere away into nothingness. Later levels introduce even more varieties of lethal alien beings - and dusting your orb-like posterior is their idea of a good time.

There are six levels of exciting bowel-shatteringly exciting action in Marble Madness. Do have the amazing gift of video game dexterity required to overcome the odds and conquer the game?





This second level is a cinch.



GOAL! You've done it!



Those ramps should help.



COMMENT



JULIAN

Like Gauntlet II, reviewed elsewhere in this issue, Marble Madness is a black and white replica of the coin-op. All the features of the original have been packed in, and the end result is a superb game which'll keep you coming back constantly to try and best your score! An excellent game that's a must for portable gaming freaks.

COMMENT



RICH

Amazing as it may sound, this Mindscape conversion of Marble Madness is virtually identical to the coin-op in terms of graphics and playability. Although there are only six levels, it's so fun to play, you'll still come back for more. A great Gameboy purchase!

ARCADE COMPARISON

As you can see by comparing the screenshots, Gameboy Marble Madness is visually identical to the coin-op original, the only difference being that the graphics are monochrome. Also, the arcade machine had a simultaneous dual player option and trackball controllers.

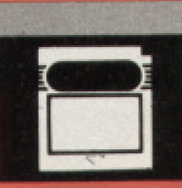
From the Arcade Classic
MARBLE MADNESS

NINTENDO £19.99

RATINGS

PRESENTATION	80%
GRAPHICS	93%
SOUND	79%
PLAYABILITY	90%
LASTABILITY	85%
OVERALL	87%

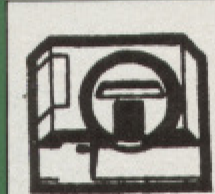






TOP 10 CHARTS





MEGADRIVE

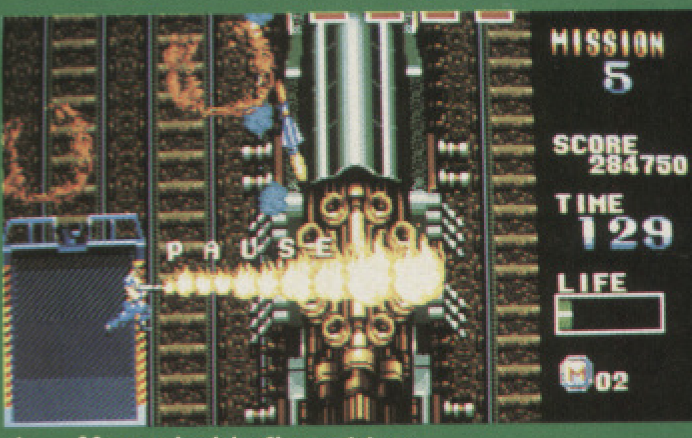
1	◀	DONALD DUCK
2	NE	MERCS
3	NE	GOLDEN AXE 2
4	◀	STREETS OF RAGE
5	NE	TOEJAM AND EARL
6	NE	SHINING/DARKNESS
7	▼	EA HOCKEY
8	▼	BONANZA BROS
9	▼	ROAD RASH
10	▼	DECAPATTACK

MEGADRIVE

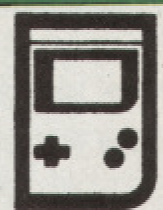
Donald Duck: Quackshot remains at the top o' the Megadrive charts, but there's "stiff" competition from that awesome blaster, Mercs. Further on down the chart, Golden Axe 2 emerges. But other-wise, that's about it.



▲ *Golden Axe 2 burns things at three.*



▲ *Mercs holds firm at two.*



GAMEBOY

1	◀	SUPER MARIOLAND
2	◀	DUCK TALES
3	◀	ROBOCOP
4	◀	F-1 RACE
5	◀	GREMLINS II
6	◀	BATMAN
7	◀	BUGS BUNNY
8	◀	TURTLES
9	◀	SPIDER-MAN
10	◀	DR MARIO

GAMEBOY

Just like those naughty Nintendo charts, the Gameboy listings are supplied by Club Nintendo, who couldn't get the charts to us in time this month! Doh! Don't worry, normal service will be resumed next month. In the meanwhile, feast your eyes on last month's Gameboy action!



▲ *Like everything else, Donald stays put.*

PREDICTIONS

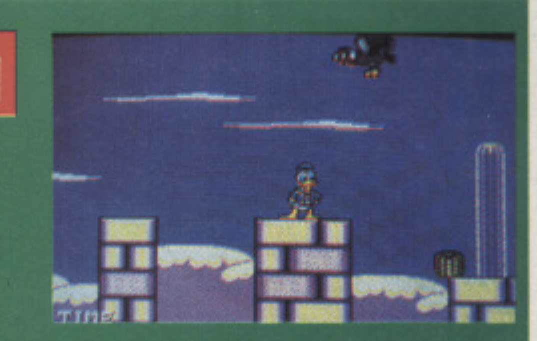
MEGADRIVE: MERCS
MASTER SYSTEM: DONALD DUCK
NINTENDO: MARIO III
GAMEBOY: MARIO



SEGA		
1	◀	SONIC
2	NE	DONALD DUCK
3	NE	XENON II
4	▼	PACMANIA
5	NE	BONANZA BROS
6	NE	MERCS
7	NE	LASER GHOST
8	NE	G-LOC
9	NE	LINE OF FIRE
10	▼	LEADERBOARD

SEGA MASTER SYSTEM

Sonic the Hedgehog keeps a "firm" grip on the Master System chart, but there's competition in the form of Donald Duck: The Lucky Dime Caper. A veritable avalanche of new games appear nearer to the bottom of the chart. How will they fare next month? You'll have to wait and see.





▲ *Cue "bee in bonnet" joke.*

NINTENDO

Cer-ikey! I bet you're wondering why these charts look exactly the same as last month! Well, the truth is that Mr Club Nintendo himself, Mark Smith, was just so overworked, he couldn't get the charts to us in time. Oh well. You'll just have to wait until next month to find out what happened.

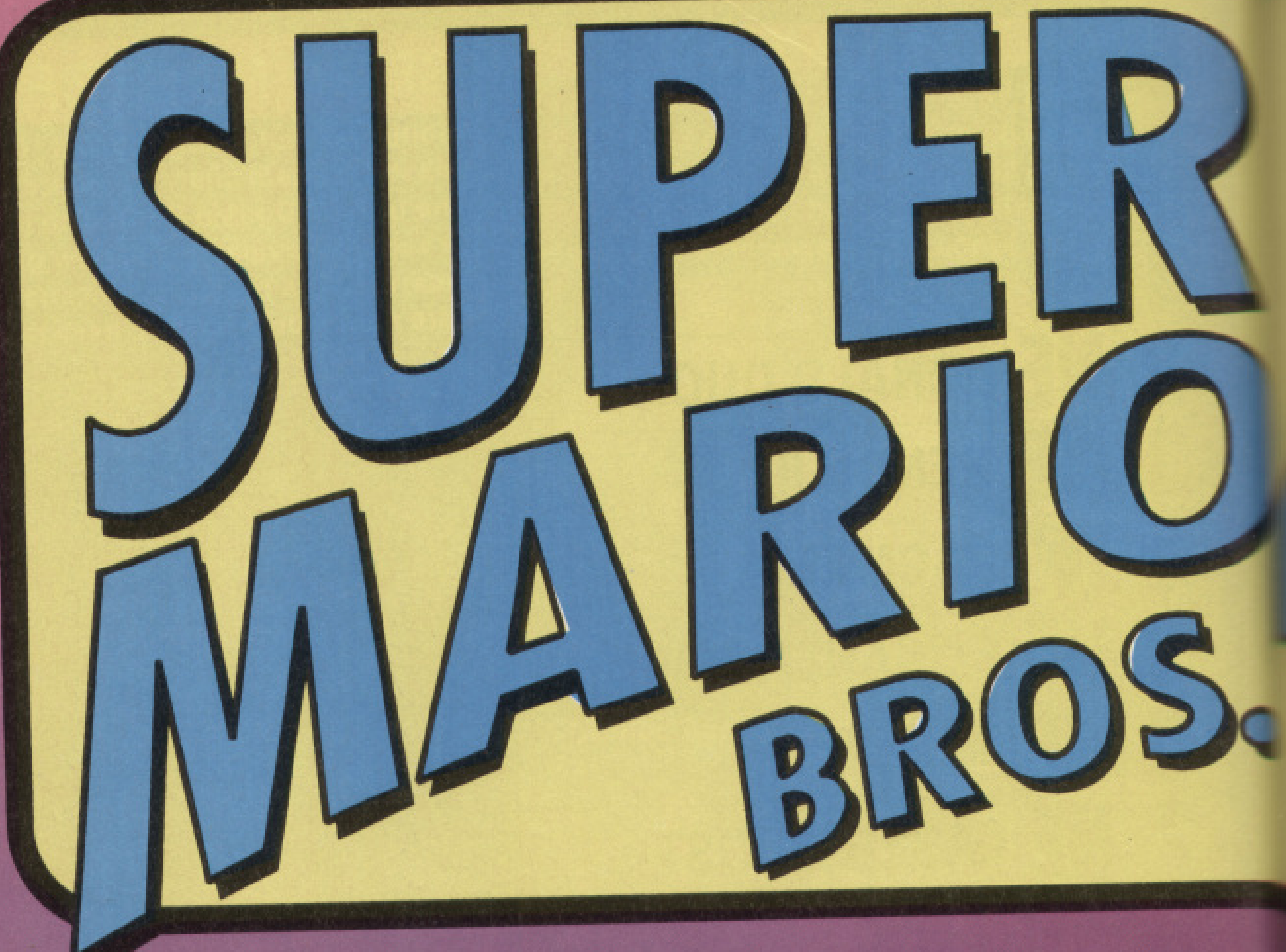


▼ *There's no stopping Mario at the top.*



NINTENDO		
1	◀	SUPER MARIO III
2	◀	THE SIMPSONS
3	◀	WWF
4	◀	GREMLINS II
5	◀	DUCK TALES
6	◀	LINK
7	◀	SUPER MARIO II
8	◀	ZELDA
9	◀	ROBOCOP
10	◀	SOLSTICE

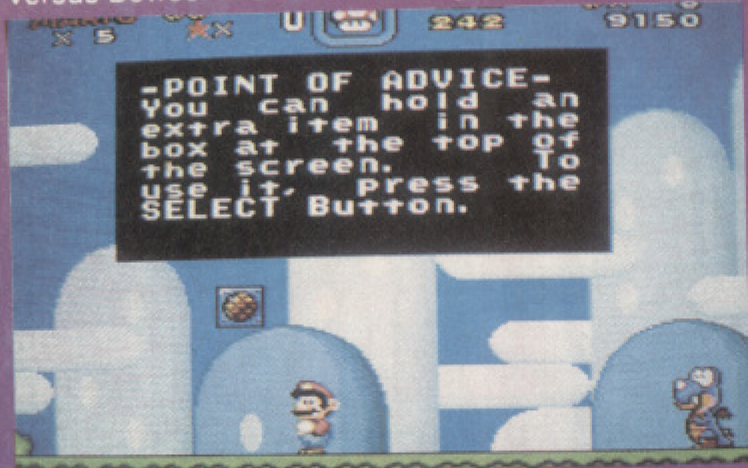




At the end of Super Mario Bros III, Mario and Luigi succeeded in dealing an almost fatal blow to their arch nemesis, Bowser the Koopa King. But being the cunning little devil that he is, Bowser escaped and headed to the mountains to recover and plan an evil vengeance of terrifying proportions!

Hailed as heroes by the liberated Mushroom minions, Mario and Luigi thought that they had finally defeated their most feared foe. Obviously, they were both a tad shocked when Bowser returned to the scene with seven new Koopa Kids and proceeded to take over the entire Mushroom World! But not only that, Bowser stunned the Mario Brothers by once again abducting the beautiful Princess Mushroom AND taking the seven priceless Mushroom Eggs - Mushroom World's priceless heritage!

Once again, it is down to Mario (and Luigi in two-player mode) to traverse the scrolling platform levels that make up the Mushroom Worlds, taking out the various minions that Koopa has left behind. The overall objective is to undo the majority of the damage Koopa has done by infiltrating the strongholds of the Koopa Kids, dusting their monkey asses and recovering the Mushroom Eggs they have hidden. This paves the way to the lair of Bowser in his secreted mountain hideout, known as the Koopa patch. Then it's the familiar Final Confrontation: Mario versus Bowser in an all or nothing battle to the death!



▲ *Useful advice is dotted throughout the game.*

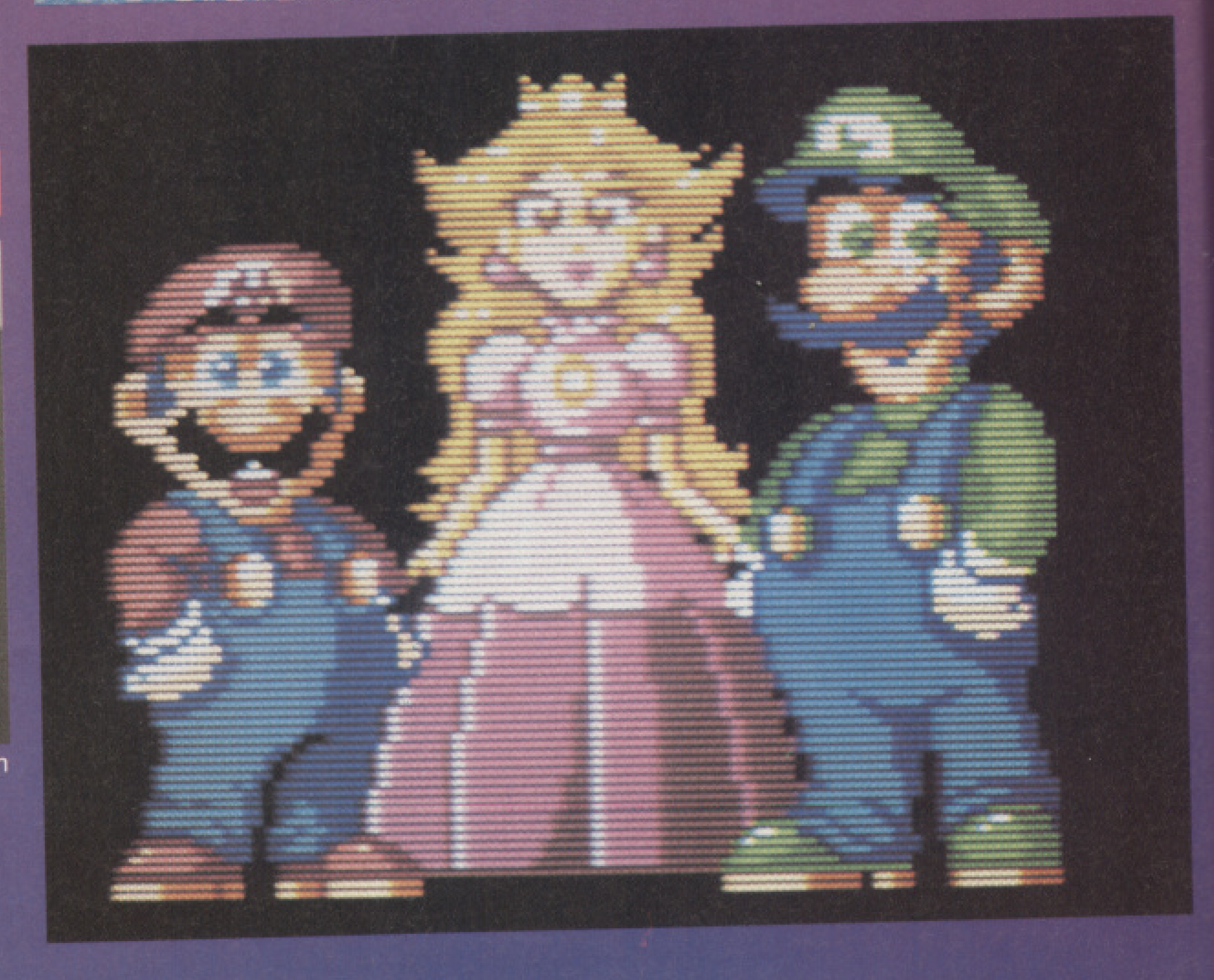




THE MAP OF MARIO



Travelling between each mini-level is accomplished on this large scrolling map. Simply move Mario to the destination of your choice and press the button. However, you can't just select any level. Only by completing the mini-levels do you open up the paths leading to more stages!



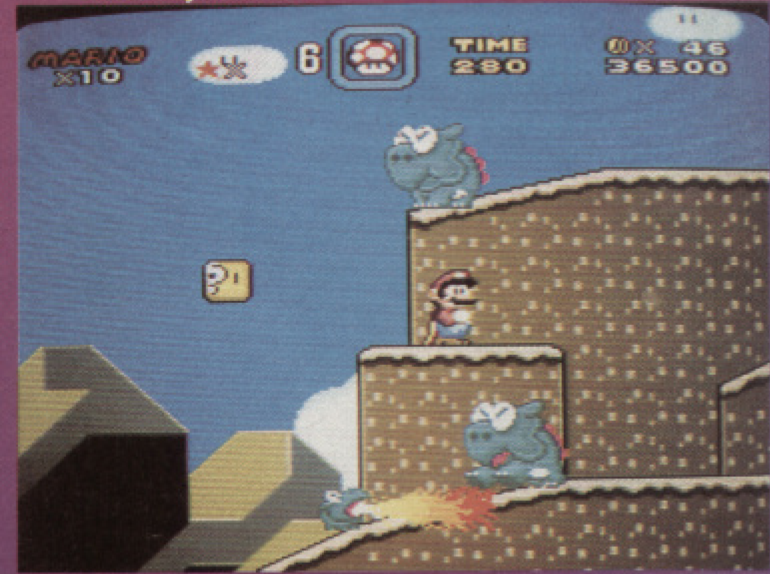
A FUNGI TO BE WITH

Mario's into mushrooms in a big way - and it's not surprising considering what they do to him! Collecting a green spotted mushroom, for example, endows Mario with an extra life. Red spotted fungi has far more dramatic results - they make Mario grow to double his normal size, and open up a range of power-up weaponry to the lucky Italian plumber!





▲ *This underwater cave could spell doom to the boy Mario...*



JUMPED BY MARIO

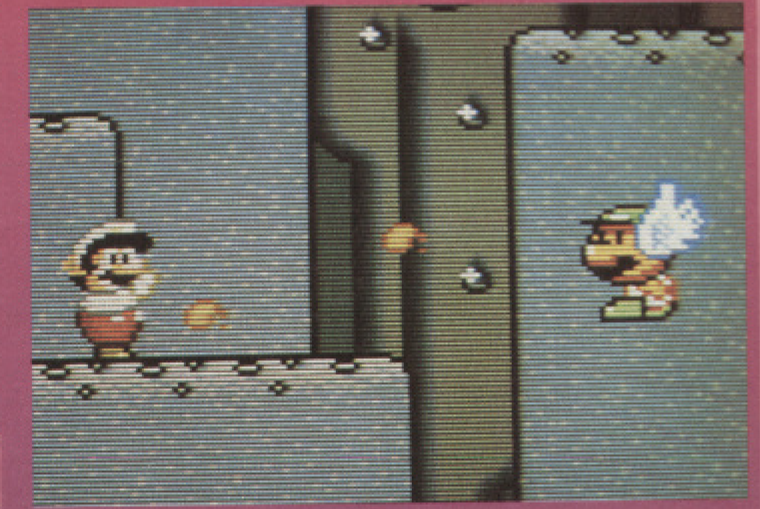


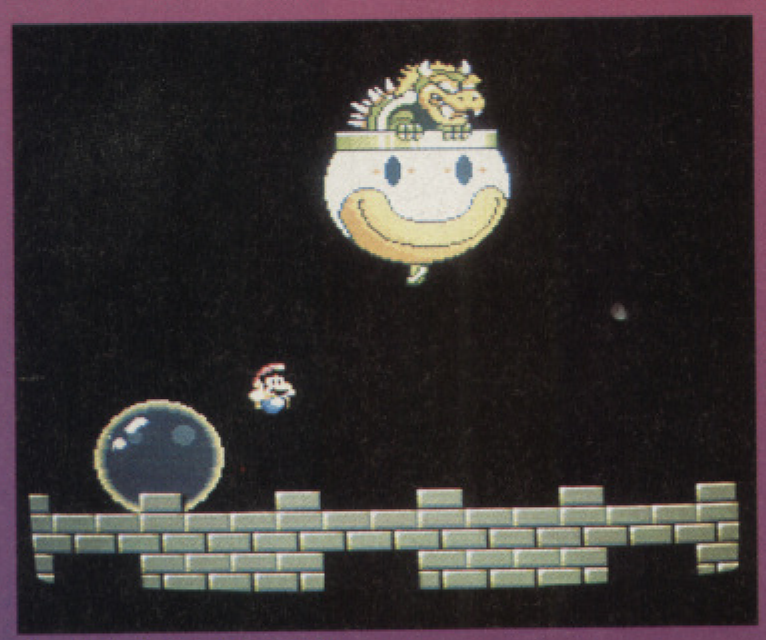
As if you didn't know, Mario's primary form of attack comes in the form of his devastating jumping prowess. Simply by jumping up in the air and falling on his prey, Mario instantly duffs up most Koopa minions! However, some of Bowser's pals are a bit clever, and repel the Mario assault by having spiked skin or even being on fire!

SUPER MARIO BROS. 4

GREAT BALLS OF FIRE

Collecting a special flower has a strange effect on our plumbing hero. Its herbal effects dye Mario's dungarees white and he's able to fire bouncing fireballs at his unsuspecting prey! This comes in handy for slapping Koopa minions about in a confined space where there's no room to jump and squash the meanies.





▲ *Mario vs Bowser!*





Special leaves that Mario collect turn him into Super Mario - complete with cape! With this wondrous item, Mario is able to fly and thus get to previously unreachable platforms. These could lead to secret levels and bonuses!



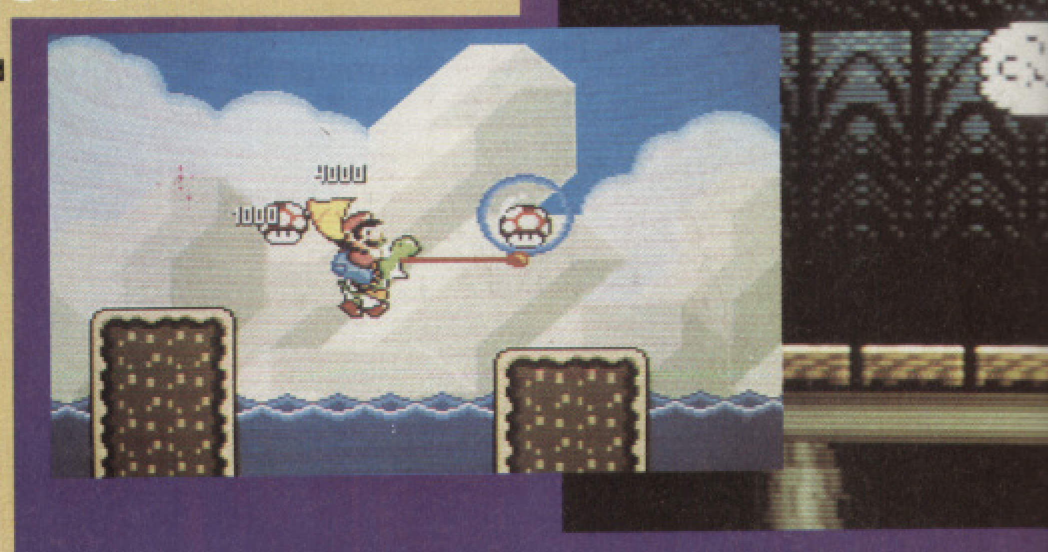
▲ *Mario can travel on both sides of the fence.*

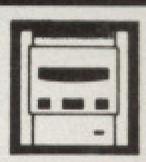






Just about every creature in the Mushroom Lands has been turned against Mario, with the exception of a race of dinosaur-like creatures. Should Mario clamber atop one of these cuddly, reptilian beings, he's able to ride it along, and use its amazing gobbling abilities to consume any Koopa meanie in his path! These useful creatures come in many different shapes and sizes - some of them even have wings, enabling Mario to take to the skies!

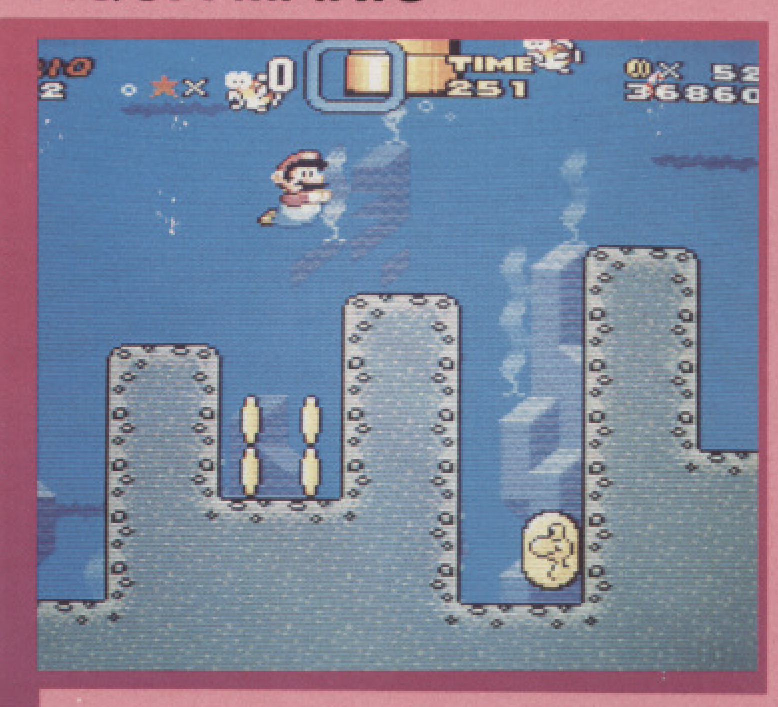




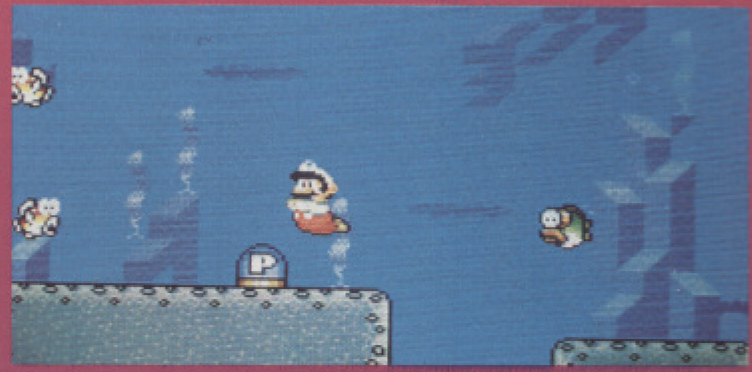


SUB AQUA MARIO

Some levels of Mario IV are staged completely under water! Being a bit plump, Mario isn't best suited to this change of scene. The extra inertia generated by the water makes his movements a lot more sluggish, and if he doesn't keep up his breast stroke, he falls to the bed of the river/ocean (depending on the level) and drowns! But if Mario is particularly lucky, he might find a special block that, whilst carried, speeds him up and makes him more agile too!

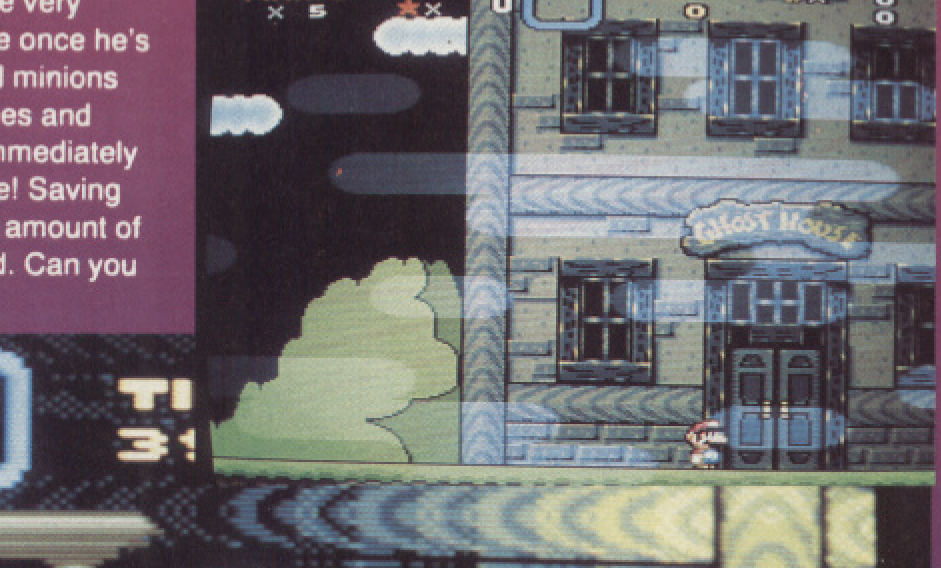


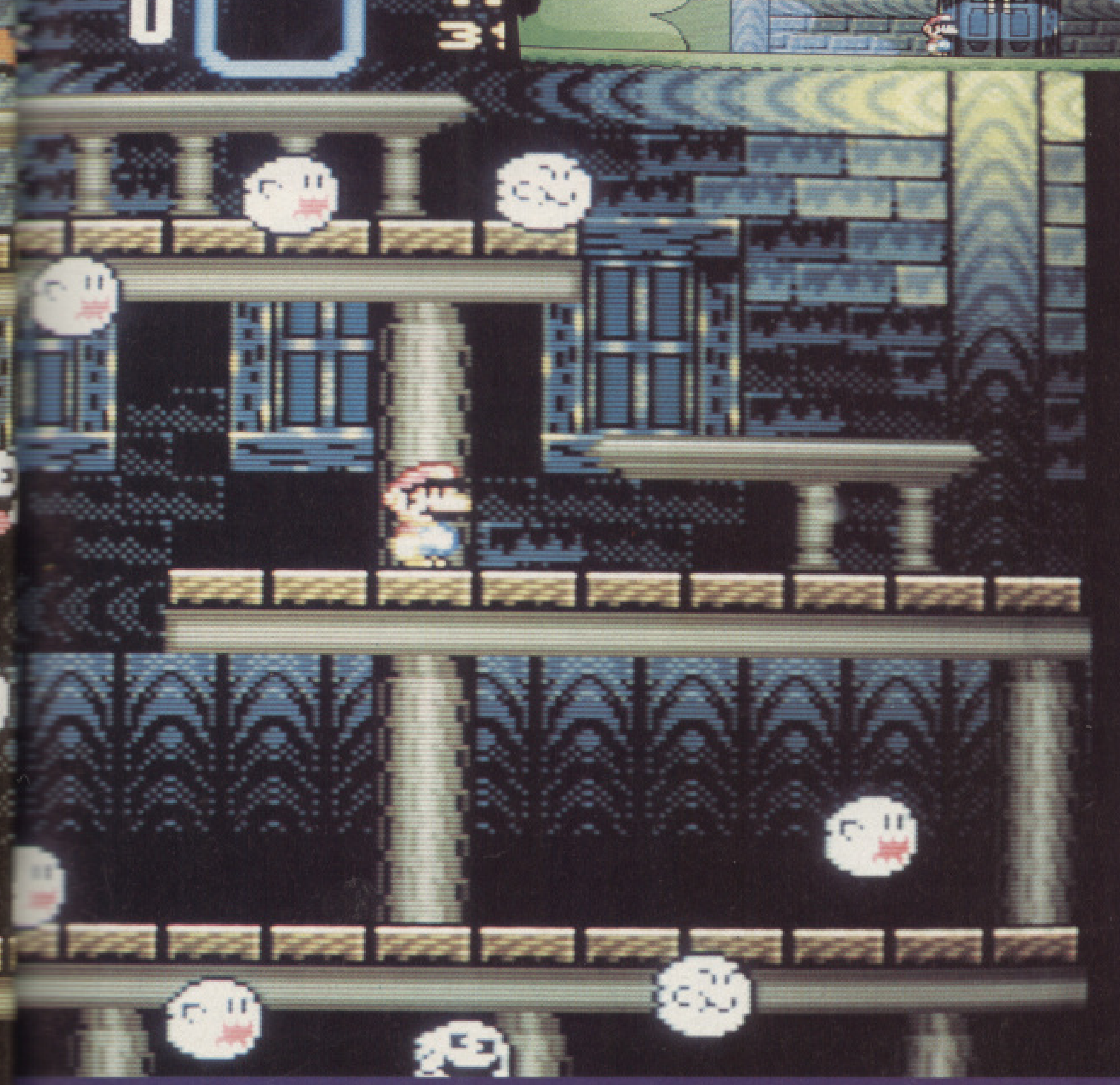
There are plenty of coins in the undersea levels.



A KICK IN THE GHOULIES

Dotted around the map are various ghost houses. These are very helpful to Mario because once he's beaten all of the undead minions of these unsavoury places and reached the exit, he's immediately eligible to save his game! Saving the game preserves the amount of levels you've discovered. Can you locate all 96 levels?





END OF LEVEL THRILLS



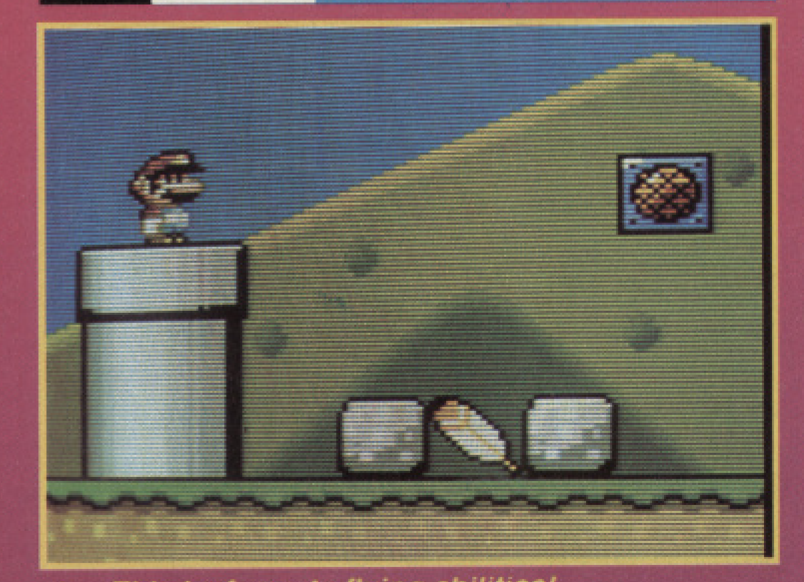
At the end of each mini level, Mario is confronted by a rising and falling crossbar, suspended between two poles. This is a chance for our hero to earn bonus lives. By jumping up and touching the bar he receives a meaty bonus in the form of stars - the higher it is when he touches it, the more stars he gets! Every time Mario collects 100 stars he enters a bonus game where he can earn extra lives a-plenty.

COMMENT

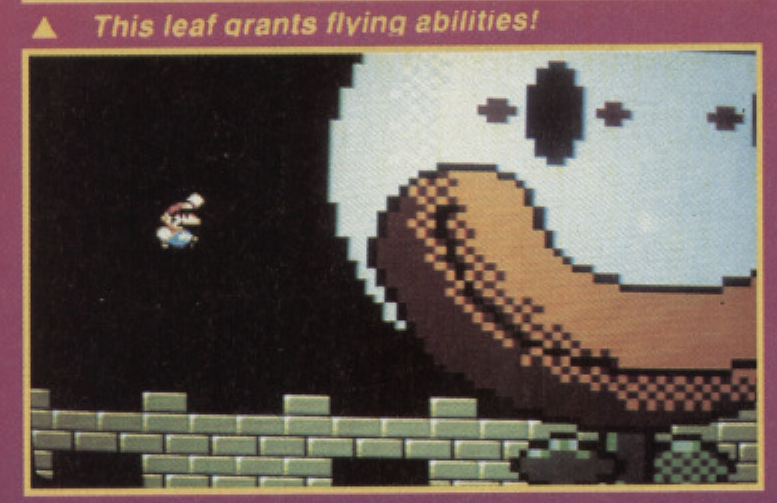


RICH

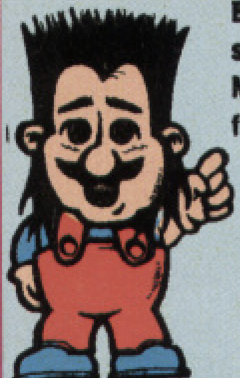
What a game to give away FREE with the Super NES! Nintendo have created a giant roller coaster of a cartridge here, packed with masses of challenge, scores of secret rooms and what can only be described as almost perfect playability! Mario IV is quite similar to its 8-bit predecessor in terms of gameplay, and the completely brilliant control method that made Mario III so intuitively superb also returns. The little dinosaur that Mario runs around on is also a delight, adding a new dimension of gameplay to the concept. What is perhaps the most breathtaking aspect of this game must be its sheer depth - completing the game shouldn't take very long at all, but it's in finding all 96 levels that the game really gets you coming back for more. There's just so much to see and enjoy in this game, I guarantee that you'll be hooked for months! Here at MEAN MACHINES, we've seen every Super NES game there is, and yet Mario IV remains the most superb game on the system, and gives Mario III a good run for its money in the "Best Video Game Ever" stakes!



▲ This leaf grants flying abilities!



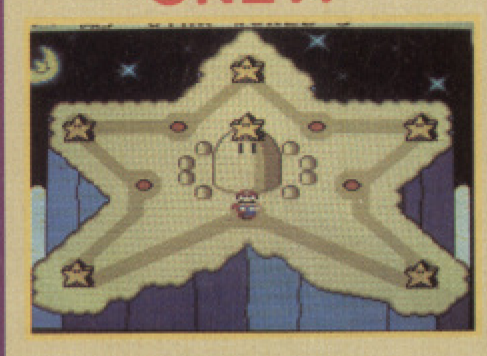
COMMENT



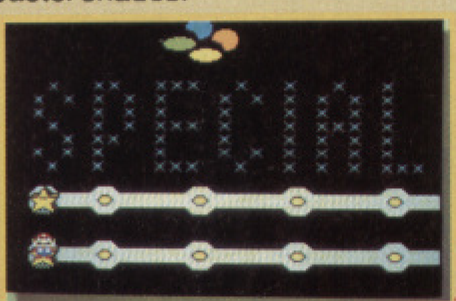
JULIAN

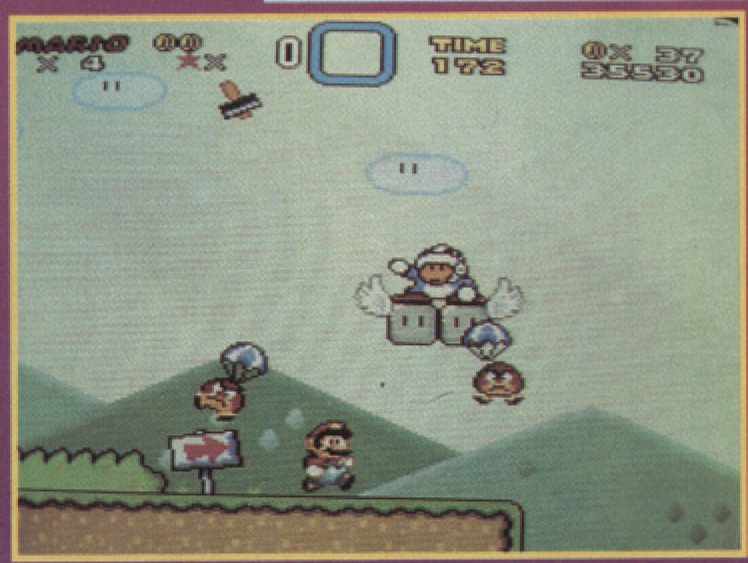
Back in October said that Super Mario III was the finest videogame I'd ever played. Ask me now and I'd tell you a different story! Yes, there's a new "greatest game" in town, and it's called Super Mario IV. There might be games with better graphics and sound, but in the all-important playability stakes this is King. The perfect-feeling control system, beautifully balanced difficulty level, outstanding puzzles, immense long-lasting appeal and loads of undiscovered secrets make this the most addictive, rewarding and enjoyable game yet seen. To put it simply, Mario IV is the ultimate videogame experience the only bad news is that if you want to taste its excellence, you've got to go out and buy a Super NES!

EXPERTS ONLY!

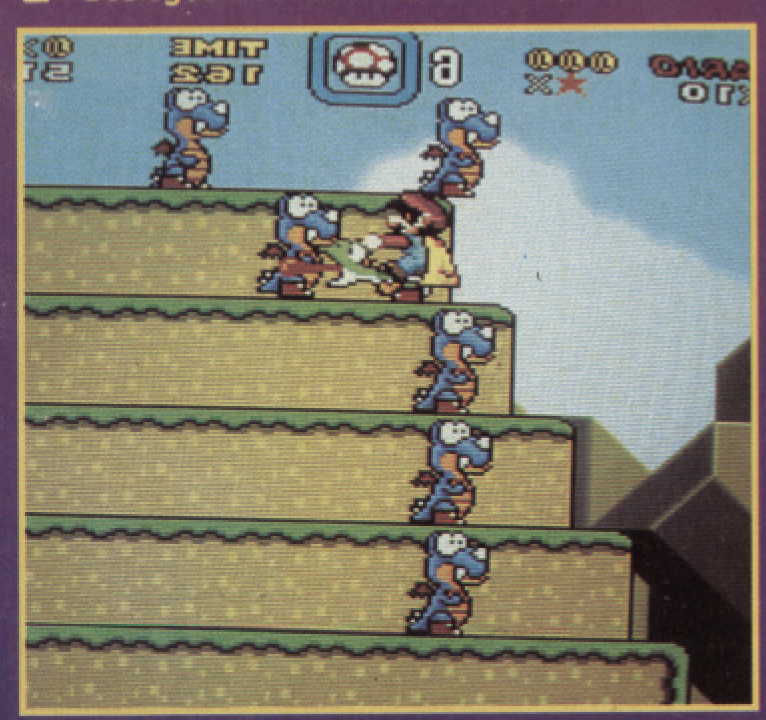


The real test for Mario IV players is to complete the Star Worlds hidden deeply in the game. Each of these tests an aspect of your Mario abilities, be it your jumping accuracy, flying skills or just your reactions in general. Complete every one of these Star Worlds and you're given a special congratulatory message - and not only that, the majority of the enemy sprites are completely altered! To show that this change has occurred the main map's colour scheme is altered to tasteful pastel shades!





▲ Besieged from all sides! Watch it, Mario!



▲ A legion of meanies accost Mario.

SUPER MARIO WORLD™

BY: NINTENDO
PRICE: FREE
RELEASE DATE: MARCH
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: SKILLFUL

1 PLAYERS

PRESENTATION 93%

There are loads of excellent little graphical touches and a completely fab control mode.

GRAPHICS 91%

Perfectly defined and superbly animated sprites along with excellent backdrops.

SOUND 93%

The Super NES remixes of the distinctive Mario themes are great and the spot effects are superb.

PLAYABILITY 98%

Mario IV immediately grabs you with its highly enjoyable, challenging, frustration-free gameplay.

LASTABILITY 97%

Completing the game is pretty easy, but it's finding all 96 levels that makes this one of the longest lasting Super NES games

OVERALL 98%

The greatest 16-bit platform game yet devised - and it's FREE when you buy a Super NES!

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REVIEW

After hundreds of years of intergalactic wars and such, the universe is finally at peace, with twelve major races sharing the universe in harmony. Each of these races is led by a champion of such supreme hardness that even Mr T would shake in his jewelry were he to face but one of them.

Everything is hunky-dory until the Dark Lord Vasula, leader of the underground world of Dominion makes his presence felt. In the tradition of the Fighting Masters, he challenges each one to single combat and defeats all but the last, that being you. You must now battle your way through the other eleven enslaved Masters to reach Vasula and bring order to civilisation once more.

What this boils down to is a series of one-on-one combats in a variety of planetary arenas. Each Master has a number of individual moves available to him, her or it, depending on the individual capabilities of their race, and these advantages must be tactically pitted against the weaknesses of your opponent to ensure maximum scrapping success.





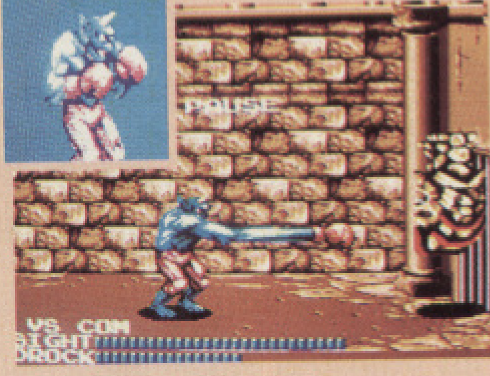




DIO

HEIGHT: 5'5
WEIGHT: 220 LBS
ATTACK POWER: 5
SUPLEX POWER: 32

You might be excused for thinking Dio is a complete vegetable - because he is! He's also one of the least likely contenders for Fighting Master! His supreme speed and jumping abilities coupled with his jumping root-smash and awesome Venus fly trap chomping move make him a good choice if you don't mind low-power attacks. Take care against Morin though, as even Dio's reach is eclipsed by hers.



EYESIGHT

HEIGHT: 5'7
WEIGHT: 242 LBS
ATTACK POWER: 7
SUPLEX POWER: 24

The blue boxer with the horn is Eyesight. He's the only creature not to have a throwing move, but makes up for it by having one of the hardest regular attacks. And even though his suplex power is low, his extendo-arm punch, rapid-fire face punch and rather hard Asterix-style uppercut will make you think he's twice as strong as he is.



ELPHA

HEIGHT: 6'0
WEIGHT: 353 LBS
ATTACK POWER: 6
SUPLEX POWER: 33

This Elephantine combatant is an expert at trunk-related tomfoolery. If you're caught in the nasal appendage of this guy, you can expect to be thrown against the nearest side barrier quite soon. Either that or be tossed up in the air to meet with the shoulders of Elpha himself on the way down. Unfortunately, Elpha may be quite strong and possess a reasonable reach, but he is slow and limited in his fighting repertoire.



ZRYGUNTE

HEIGHT: 5'6
WEIGHT: 242 LBS
ATTACK POWER: 6
SUPLEX POWER: 33

Insectoid features Zrygunte makes the most of his rock hard exoskeleton by crushing enemies with a spine-breaker similar to Goldrock's, as well as a chunky pile driver and aerial kick! He may sound like an ideal combination of Goldrock, Tomahawk and Flamer, but be warned, his reach is quite short and he's less than agile.



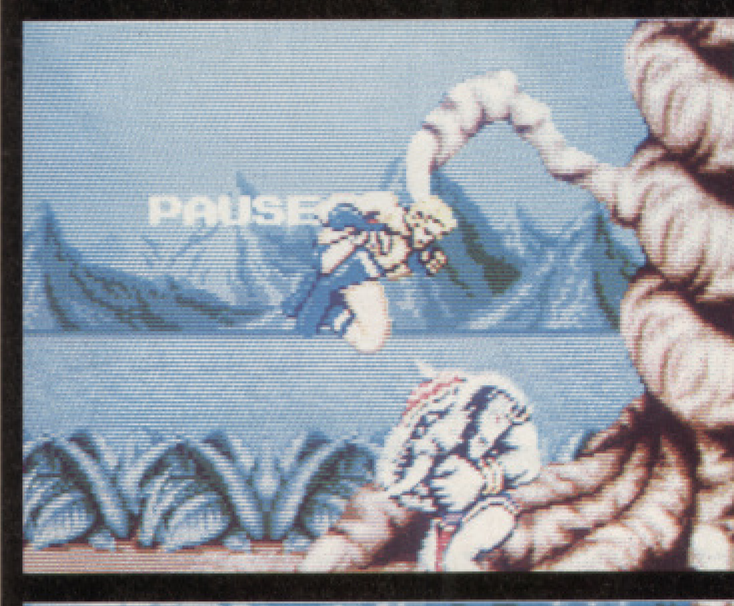


LARRY

HEIGHT: 5'7
WEIGHT: 220 LBS
ATTACK POWER: 6
SUPLEX POWER: 33

Larry is Earth's Fighting Master and learned his trade by watching lots of WWF videos. As a result, he's on a wrestling par with that of Flamer, although Larry sacrifices speed for power.







MEDUSA

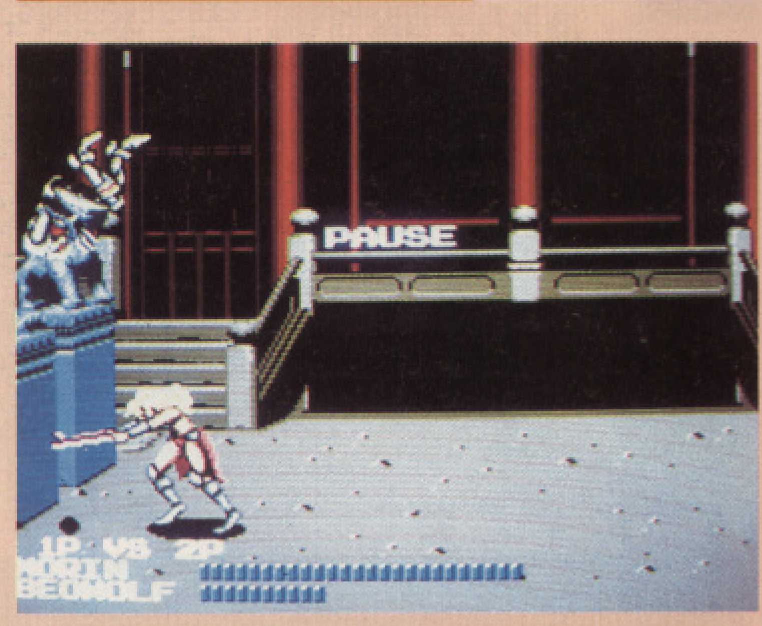
HEIGHT: 5'1
WEIGHT: 397 LBS
ATTACK POWER: 6
SUPLEX POWER: 41

Blubber-boy Medusa has a suplex power rivaled only by Drason. This is used to best effect by pressing B whilst in a hold. The opponent will them be smashed repeatedly over Medusa's head and then be thrown into he nearest barrier. Wicked stuff!

BARRIER SHEEN

During a fight, to ensure that neither of the contestants can chicken out and escape, barriers have been placed all around the fighting ring. Throwing an opponent into it gives them a severe electric shock and is a great way to reduce their life bars further than normal, so position your moves carefully to rack up the damage!

Morin's incredible tonfas of power rip into a bemused Beowolf! Morin is a fast mover, with a long-range attack.





There's plenty of high-flying kicking action as Tomahawk unleashes a devastating attack!

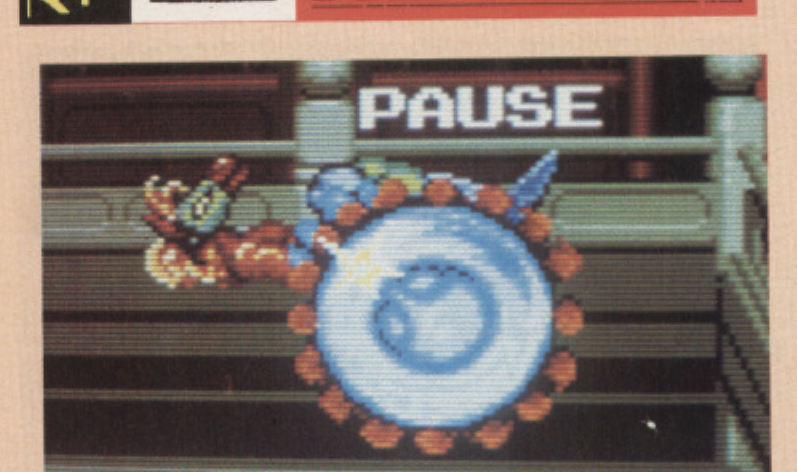




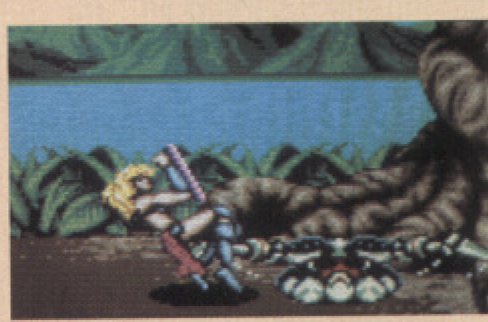
COMMENT

JULIAN

Fighting Masters is one of those games that provides a moderate amount of entertainment with single-player action but really comes into its own as a multi-player game. With two contestants battling it out it's fun, fun, fun all the way as you indulge in a veritable violence fest! Each of the twelve fighters has his or her own moves and characteristics, and experimenting to find which one suits your playing style best is fun - my favourite is Dio (from the planet Tree). In one-player mode the game is easy (except the final boss, who's rock hard), but as I've said, the two-player mode is where this is best appreciated and if you've got plenty of opportunity to indulge in multi-player action, this is a must.









▲ Beowolf's spinning attack slaps straight into a bewildered opponent who can't block the stunning.



▲ Tomahawk grabs his prey and chucks him straight into the wall! Owww!



COMMENT

RAD

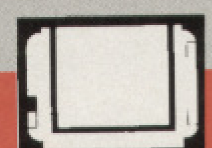
Fighting Masters is a classic example of one of those games you have to "get in to". To begin with, the shambling sounds, seeming lack of moves and comparative ease of the one-player mode make the going quite dull. However, there's always the compulsion to see what the other characters can do, and this sustains interest for long enough for you to get a feel for the controls. Once you get the hang of how to perform all the special attacks and such, Fighting Masters becomes much more fun. Even better is the two-player mode, which pits you against another human in a battle of both reflexes and tactics. If you're going to be playing on your own, forget it. Even on hard level the road to Valgasu is too easy, until you reach Valgasu himself, who is nigh on invincible. If you're usually going to have a second player around to beat up though, nab a copy now.

FIGHTING MASTERS

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GAME DIFFICULTY: EASY
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CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD







PRESENTATION 84%
Animated title and intro screens. In-depth character selection screens.

GRAPHICS 72%
The sprites are original and well-drawn and the animation is reasonable.

SOUND 67%
Ooh! Ghastly tunes and weedy effects make Fighting Masters and aural graveyard.

PLAYABILITY 85%
Control of each character is easy, although in the heat of battle some of the direction controls and button combinations can be

LASTABILITY 78%
One-player mode lacks challenge, but with two players around, you should be kicking each other in for some time to come.

OVERALL 81%
An enjoyable Streetfighter II style game which provides excellent two-player fun, but is severely lacking as a one-player game.

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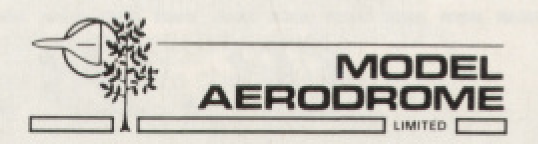
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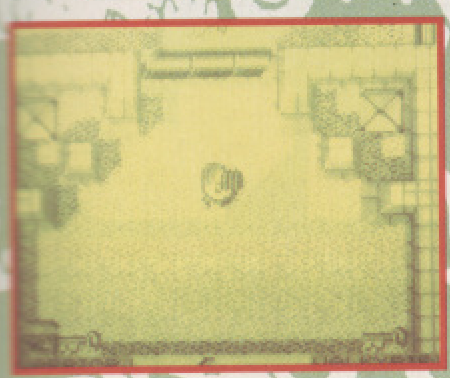
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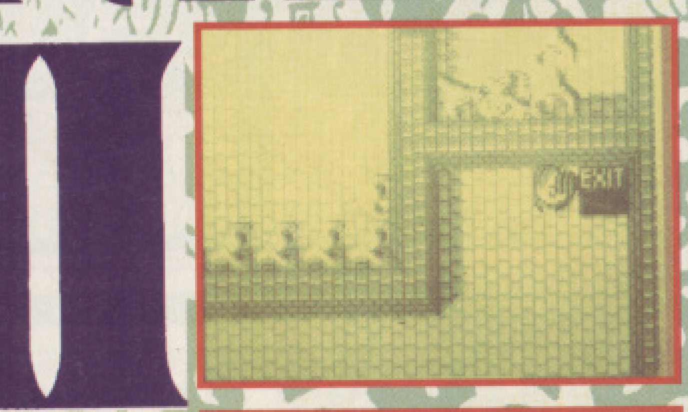
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GAUNTLET II





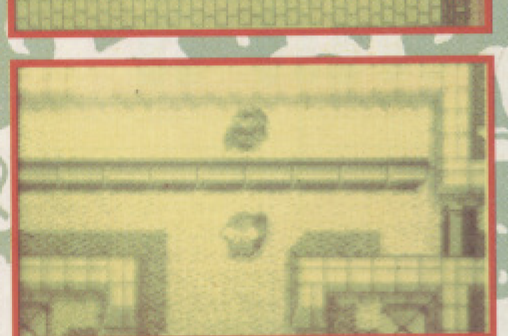


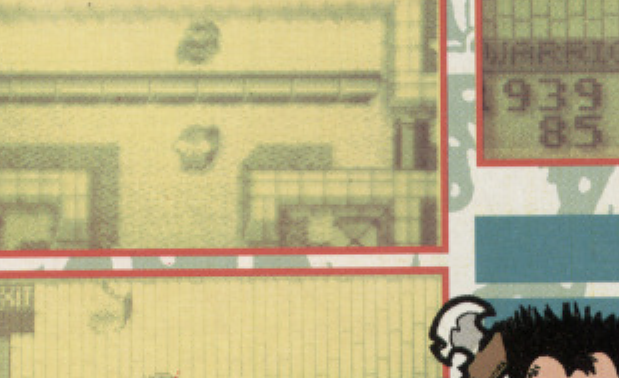
Take two medieval heroes and kit them out with swords, shields, and a sound knowledge of the mystic arts. Now you've got what must rank as a couple of the most powerful forces for good known in the world! Rather mysteriously, these heroes have been warped to the depths of the deepest dungeon in the land, and the only form of escape available involves doing battle with the host of meanies that infest each dangerous level.

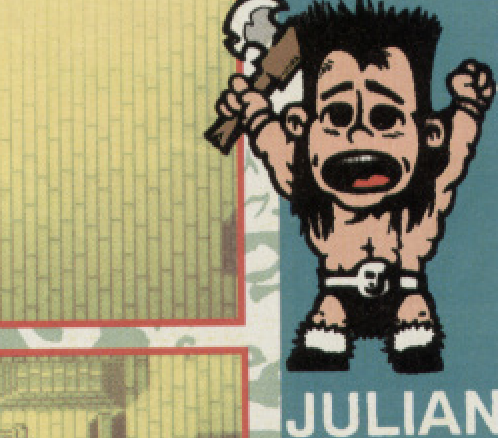
The aim of each level is simply to find the exit in the eight-way scrolling maze. Not surprisingly, the legions of undead minions intend to make things a bit more difficult by knocking points off of your health counter. If this reaches zero, it's goodbye cruel world - or GAME OVER, depending on how you want to look at it.

Other hazards are presented by the maze itself. The dungeon is full of the likes of locked doors (which need keys to open) and both false and disappearing walls. But making the escape attempt a bit more rewarding are the masses of treasure chests found around the maze. Simply by blasting them open you reveal the goods, which are collected on contact. Other goodies, in the form of potions and power-ups are also located around the labyrinthine passages.

There are countless other mysteries to be uncovered in the Gauntlet II dungeon. The question is, will you survive long enough to solve them all and make good your escape?







COMMENT



What a great conversion! All of the arcade features have been squeezed into this Gameboy version, even down to the speech! Gauntlet II is instantly recommended, although you'll have plenty more fun if you can persuade a mate to buy the game and thus take part in some duel-player thrills and spills!

RICH



TWO-PLAYER THRILLS

Although Gameboy Gauntlet II can't deal with four players simultaneously like the Atari coin-op, two-players can link up their Gameboys and indulge in simultaneous two-player action. This does have an advantage over the coin-op though as you both aren't restricted to the same screen, so you're free to wander off as you please!

MEET THE GANG

THOR: This warrior type has excellent shot power and good armour, but his magic is a tad lacking.

MERLIN: His awesome mystical abilities give him great shot power and magical prowess, but he is naked in the armour department.

QUESTOR: This elf is fast on his feet, with good magical abilities. However, his armour and shot powers are only average.

THYRA: Thrya's Valkyrie shield absorbs a lot of damage and her magic smart bomb is good too. Fast on her feet, only her shot power lets her down.

COMMENT

Somehow, the programmers of this conversion have packed in all the graphics, sound effects, speech and playability of the coin-op! The end result is stunning - a black and white mini-replica of the original arcade machine! The action is addictive and fun, even more so with two players where you can both wander about independently! If you're a Gameboy owner, Gauntlet II is a must.

JULIAN

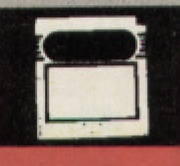
GAUNTLET II

NINTENDO £19.99

RATINGS

PRESENTATION	80%
GRAPHICS	81%
SOUND	88%
PLAYABILITY	90%
LASTABILITY	88%
OVERALL	88%







HOTLINES

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It's the year 55 BC and the Roman empire is in complete control of all Europe, save for one tiny Gaulish village. Despite all Roman attempts to capture this area, it still remains free and independent under the leadership of Chief Vitalstatistix.

The reason for this extraordinary record of hardness is the magic strength-giving potion brewed up by the venerable druid Getafix. When the Gauls swig this elixir, it allows them to dust anyone who gets in their way!

Being wise to this, top Roman geezer Julius Caesar has decreed that the druid be captured and transported to the Italian capital to make the potion for the Roman forces, making them unstoppable in their quest for total world domination.

So it came to pass one fateful day as Getafix was gathering herbs alone in the forest that he was indeed captured and taken to Rome with the express intention of transforming even the most pathetic example of legionaryhood into a human killing machine.

This is where you come in. As Asterix and Obelix, the village's hardest men, you must undertake a quest of many platform levels, dodging hazards, negotiating underwater sections and beating Romans senseless with your combat skills and special items which can be picked up along the way. Should the pair fail to reach Rome and rescue the druid, slavery is assured for our French boar-loving chums.





▲ *Airborne liquid is lethal to our Asterix, so watch out*



TWOPLAYERTACTIX

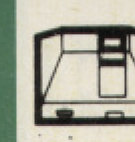


As anyone who's ever read any Asterix books will know, Asterix and Obelix are inseparable. This means there's no splitting them up, even in a one-player game! If there's just you, each level must be completed twice (although it does differ slightly the second time), once as Asterix and once as Obelix! If a friend is playing, you can relax after completing a level as he or she takes the part of the second half of the team.

COMMENT

RICH

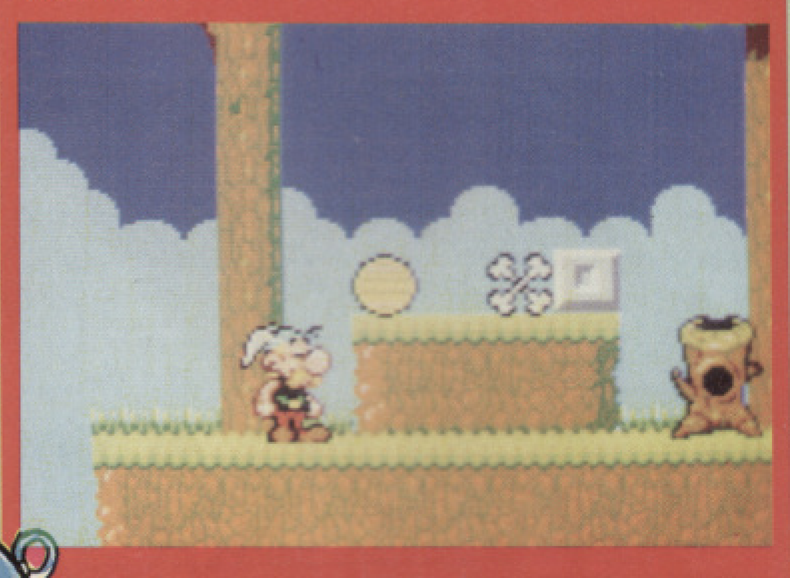
Asterix is yet another example of an excellent Master System platform game, just like Mickey Mouse, Sonic and Donald Duck. In fact, it's perhaps just a little too much like these games for my liking. There's the usual bottom bounce manoeuvre used to dispose of the meanies, and chucking your bombs/menhirs/potions about is just like throwing a rock in Mickey Mouse. Even some of the ideas behind the levels are taxed directly from the Disney classics. However, originality gripes apart I found Asterix a particularly entertaining piece of software. The character switching for each level is quite good and I like the way that each stage is subtly altered to make it possible for each character to complete it. There is also plenty of variety between each level, making it a very compulsive game. What I don't really like about the game is the infinite amount of continues available. I reckon that experienced platform gamers could probably finish the game in one sitting. If it's a fab platform game you want, I'd recommend Donald Duck over this, but if you've got that, take a peek at this.





HEFTI BONUS

Asterix and Obelix's jaunt into the jaws of death is not just your standard mission to save a close friend and a rebel village! It's also a way for the lads to earn some spare cash. Destructible blocks and even more destructible legionnaires litter the landscape. Bashing these yields much in the way of gold coins, from a single sesterti to a whole bagful of shiny coinettes! Not only this, but life-giving food and points-granting bonuses such as amphoras can also be found with this method!



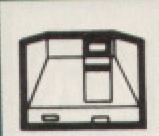
SECRET TRIX

Although the primary concern of the duo is getting straight to Rome and rescuing Getafix, it does indeed pay to explore. Hidden in parts of the scenery are routes to secret rooms which contain many bonus-related delights. One particularly good example is found in level two. After swimming down a particular pool it's possible to penetrate the wall of rock on one side at a certain point. Do this and a cavern is found in which resides a jug packed full of bonuses.



▲ *Some interesting objects here, eh?*





ATTACKSTATISTIX

It's a sad thing that Getafix was fresh out of magic potion when he was captured. This makes our heroes quest somewhat more difficult. Luckily, the druid was able to whip up a much simpler potion in his prison wagon and he has scattered cauldrons of this throughout the game. Asterix can use bottles of this concoction in a similar way to grenades. After being thrown, the mixture bubbles for a few seconds before exploding, destroying any enemies or destructible sections of scenery in the vicinity. Obelix (who fell into a cauldron of potion when a baby and as a result is permanently super-strong) prefers a much more direct method of attack. The fat one throws huge menhirs which, quite unsurprisingly, crushingly demolish their targets.



ASTERIX

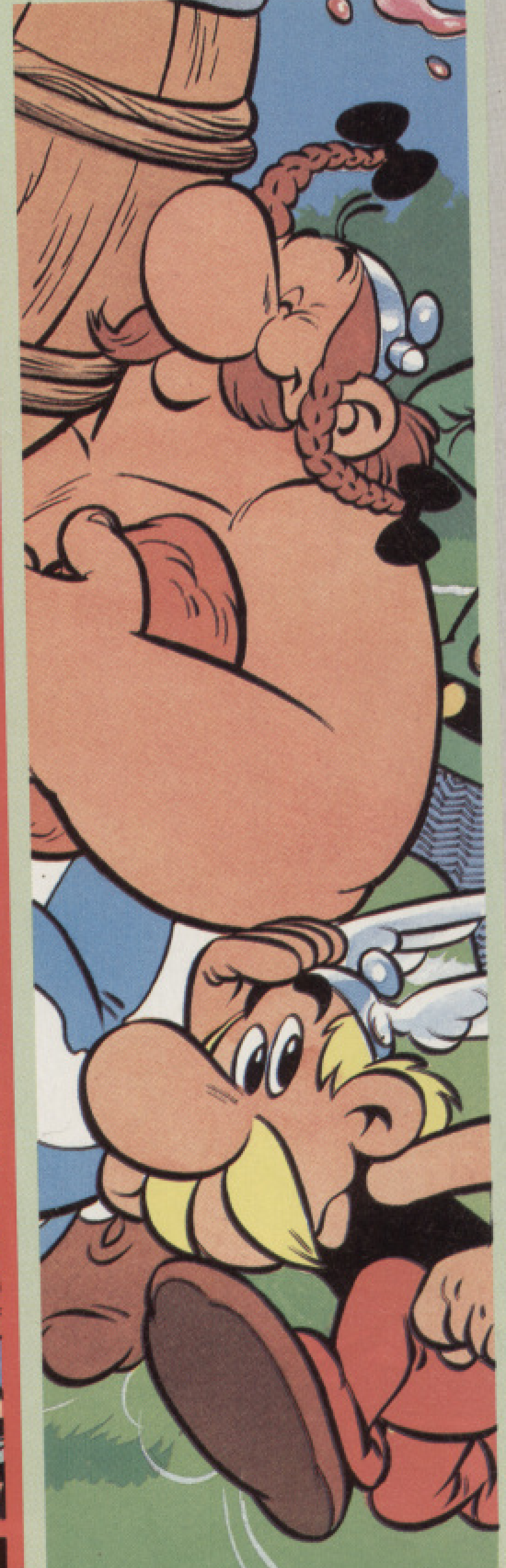


OBELIX

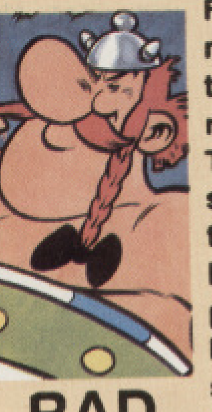


▲ Asterix faces up to the boss and his deadly bees!





COMMENT



RAD

First impressions of Asterix are most favourable. The graphics are top-notch and the sprites closely resemble their comic counterparts. The game is also very playable to start with. The action is fast and there's a lot of secret rooms and bonuses to discover. Some of the puzzles found even in the early levels are pretty taxing, but can solved with a bit of thought and trial-and-error. The only real flaw with Asterix is that there are too many places where one single mistake results in the loss of a life with no second chance to save yourself, such as one level which constantly scrolls; get caught against the side of the screen and it's curtains! Don't get me wrong, Asterix is a great game, but be warned - it can be very frustrating at times.



BY: SEGA
PRICE: £29.99
RELEASE DATE: TBA
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: QUITE GOOD

1-2 PLAYERS

PRESENTATION 79%
Comic-style intros and intermissions and a few options (including English or French language!).

GRAPHICS 86%
Detailed sprites which look just like their cartoon counterparts and some nice backdrops to accompany them.

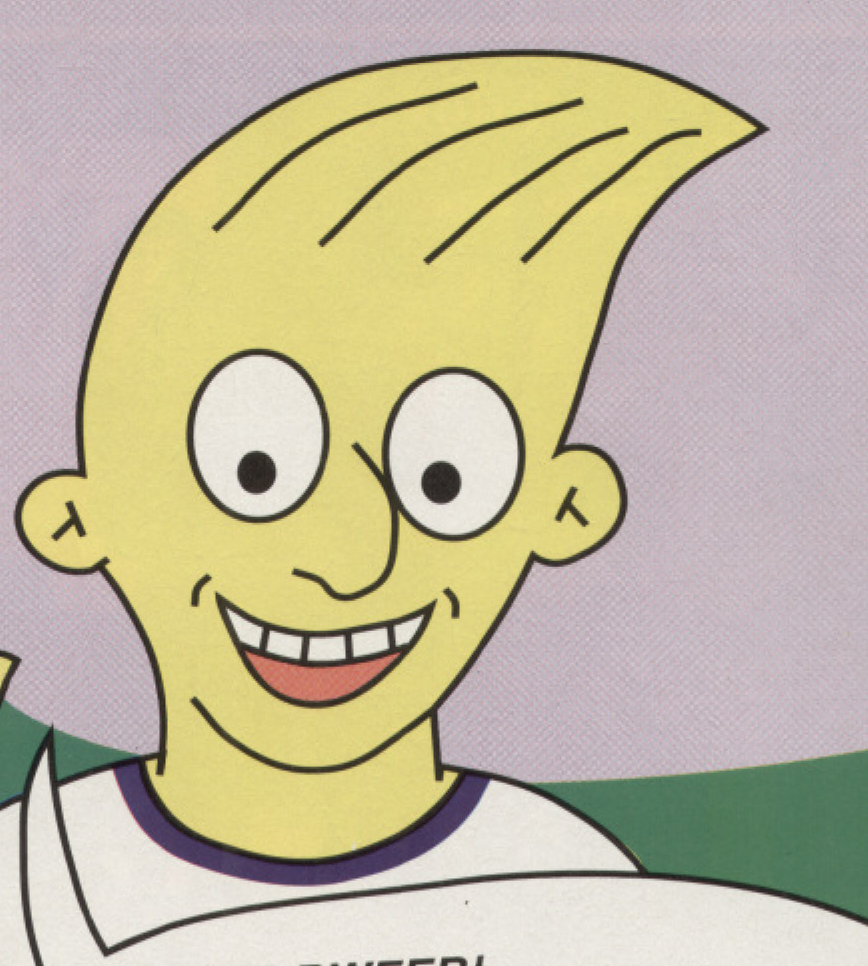
SOUND 68%
A simple and weak tune goes along with the action, as well as some effects of mixed quality.

PLAYABILITY 85%
The action is easy enough to get into, but there are some awkward places where it's very easy to lose a life and have to start the

LASTABILITY 71%
It's lengthy and hard and should keep platform fans at it for ages (oo-er).

OVERALL 80%
An excellent platform game let down by one or two gameplay flaws and a pointless unlimited continues option.

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PAPERB

Atari's Paperboy first appeared in the arcades nearly seven years ago, and cast you as a paper deliverer whose round takes him to the very strangest parts of town. In this Megadrive conversion, all of the original coin-op's features have been included as you battle against the odds to get your papers delivered.

At the start of the game there are three streets to choose from, effectively giving three difficulty levels. Each level is split into seven sub-levels, each of which represents a day of the week. The object is simply to survive until Sunday.

At the beginning of each round you're shown a map of your delivery route. You must deliver papers to every subscriber, by throwing them either into their mailboxes or on their doormats as you cycle past.

Non-subscribers should be treated with the contempt they deserve, so throw spare papers through their windows and ride all over their nice flower beds for bonus points.

If you fail to deliver a paper to a subscriber, he cancels his subscription - a perfect round of deliveries, however, results in new customers!

Things are complicated by the presence of various obstacles such as lawn mowers, buggies, cassette players, and even ghosts! If you hit any of these, a life is lost - so careful with those handlebars.



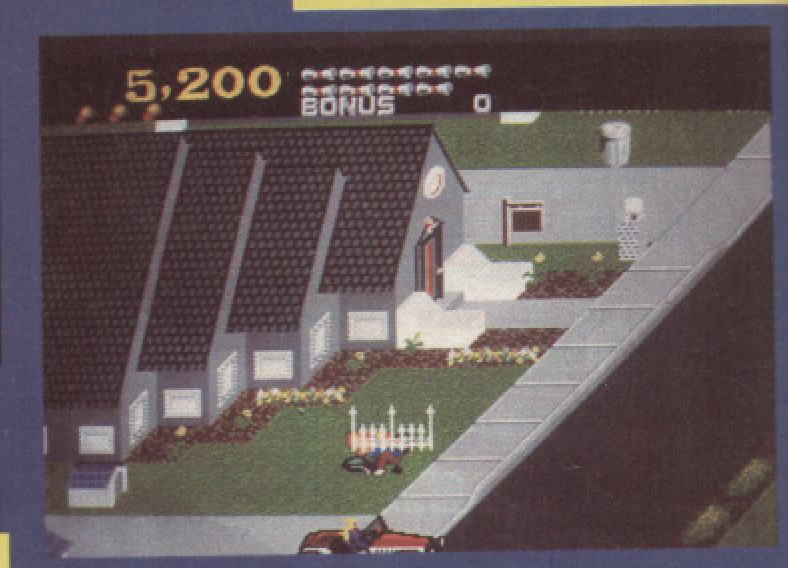


▲ *Reaching the end of the training course!*





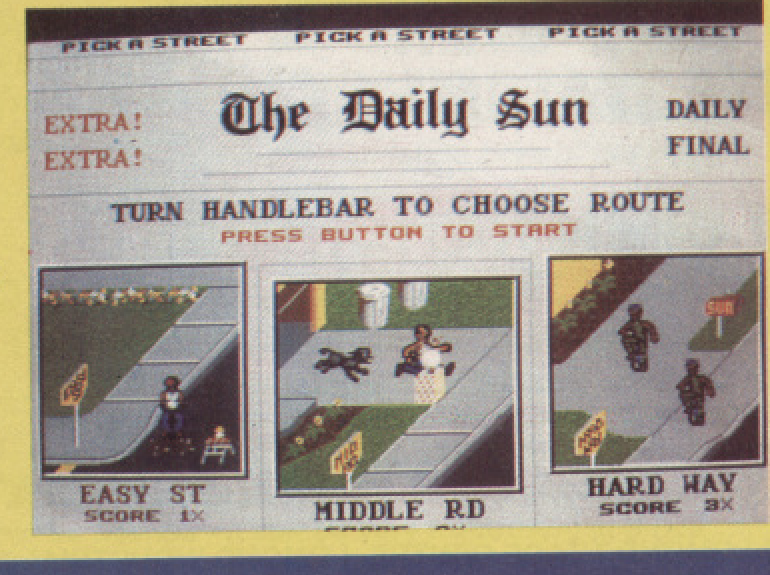
▲ *It's GAME OVER, and your completely inept performance is ridiculed in print.*



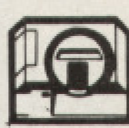
▲ *A non-subscriber! Vandalise his house!*

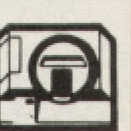
THREE ROADS TO SUCCESS

At the start of each game the player gets the choice of three different routes: Easy, Medium or Hard Street. Obviously Easy Street is where beginners should practice their skills. On Medium Street things start to get hard, but to compensate, scoring is doubled. Those chasing a really high score should tackle Hard Street, where triple score awaits.









OY



▲ *A perfect delivery here!*

THE ORIGINAL COIN-OP

The original Atari coin-op appeared in early 1985 and wowed arcade goers with its combination of great graphics, sampled speech and unusual handlebar controls. However, it had a bug - right at the end of the bonus round, cycling between the grandstand and the fence sent the scoring system crazy and you'd end up with well over a billion points!



COMMENT



RICH

Arrrgghhhhh! Paperboy scores top marks in the frustration stakes owing to two incredibly irritating factors. First of all, the collision detection is exceptionally dodgy, resulting in lots of unforeseen and very unfair trips to the cemetery. Secondly, the control method is just plain stupid. Control of the bike seems to pivot around the back wheel, making for very unresponsive and unrealistic gameplay. Other than those two factors, Paperboy remains quite faithful to the coin-op with backdrop graphics that mimic the coin-op adequately and loads of great sampled sounds. Some of the sprites (like your bike) seem a bit ropey around the edges, but otherwise this conversion looks and sounds just like the real thing. This game is obviously a good buy for fans of the original, but I felt that ultimately it was just too annoying to make it much fun at all.

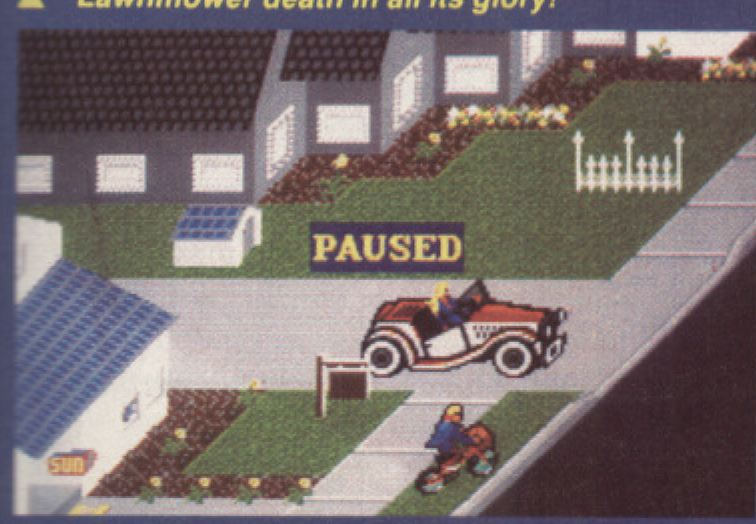
ACCURATE DELIVERY

Slinging a paper at a customer's front door is enough to count as a delivery, but skillful paperboys throw papers right into their mailbox, which results in a 250 point bonus!



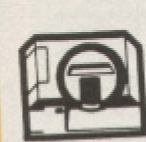
▲ *Lawnmower death in all its glory!*





NEIGHBOURS

Paperboy's paper round takes him through a typical 1985 neighbourhood. Deadly spinning breakdancers rotate to the crazy beat of their ghettoblasters, cars reverse into his path, roadworkers are hazards to avoid, as are mad cats, bonkers dogs, radio controlled vehicles and inebriated pedestrians!

COMMENT

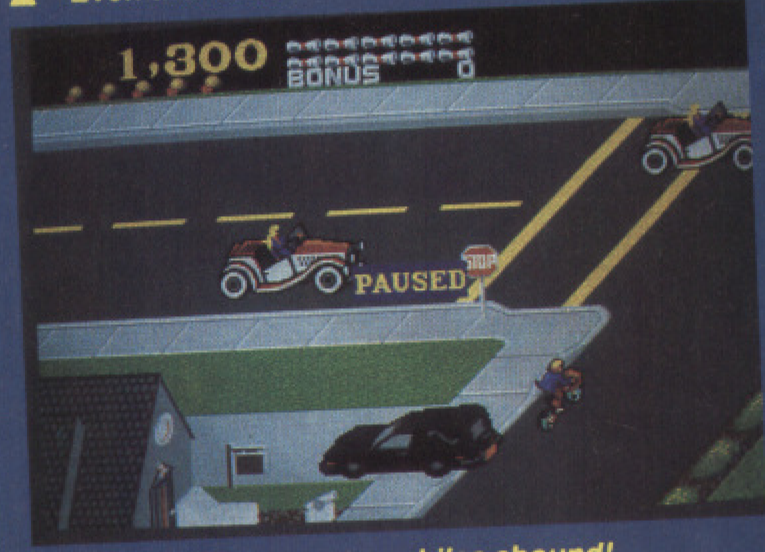


With its crisp graphics and great tunes, this conversion looks and sounds identical to the original coin-op classic. However, it falls down on its playability due to very poor bike handling and naff collision detection. For a start, the response to the joypad is sluggish, but more importantly the game suffers from the same irritating and unrealistic "rear wheel steer" that plagued computer and Lynx versions of the game. Basically the bike pivots from its rear tyre rather than turning using the front wheel like it did in the original arcade game, which makes precise control very difficult. The programmers of the superb Master System version avoided this problem, so it's annoying to see it rear its ugly head here. The aforementioned collision detection is just plain frustrating - the bike often hits things you think you've avoided, and then sails unscathed through what looks like a fatal collision. If these flaws had been removed, this would have been a perfect conversion. But they haven't, and the end result is a disappointing game which you get the feeling could easily have been so much better.

JULIAN



▲ *Even the roads have lethal obstacles.*



▲ *Anachronistic automobiles abound!*

SMASH, TRASH 'N' MASH

The houses of non-customers should be treated with the contempt they deserve, so sling papers through their windows, ride across their lawns, squash their flower beds and do your utmost to cause as much damage as possible. Not only is this fun - you get bonus points too!

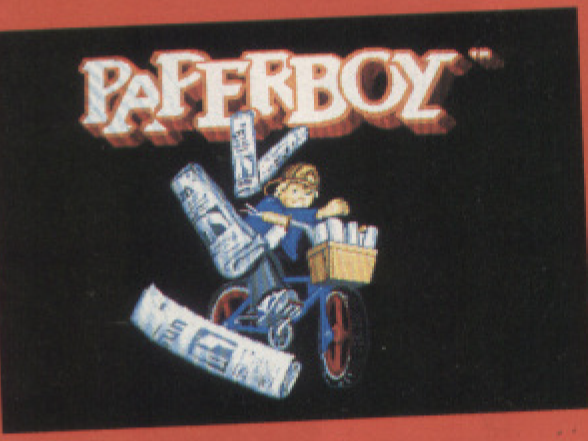




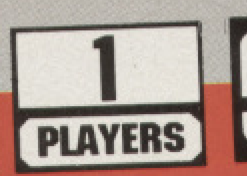
BONUS BONANZA

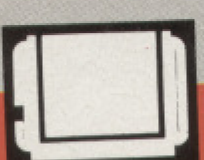
At the end of each day, Paperboy gets the chance to show off his BMX-ing skills on the training ground. There are targets to throw papers at as well as jumps to negotiate. If Paperboy reaches the end of the course, he's awarded a big points bonus!





PRICE: £34.99
RELEASE DATE: FEBRUARY
GAME DIFFICULTY: MEDUM
LIVES: 4
CONTINUES: NONE
SKILL LEVELS: 9
RESPONSIVENESS: GOOD






PRESENTATION 82%
Great presentation throughout, with arcade-quality intermission screens and comprehensive difficulty settings.

GRAPHICS 83%
Crisp and clear sprites and bright backgrounds make this look just like the original machine.

SOUND 84%
Again, accurately reflects its arcade counterpart.

PLAYABILITY 76%
Annoying controls and irritating collision detection makes this frustrating from the outset.

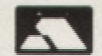
LASTABILITY 65%
There are plenty of levels to conquer, but only those willing to persevere in the face of frustration will keep playing.

OVERALL 72%
A potentially superb coin-op conversion which is sadly let down by two very annoying gameplay flaws.

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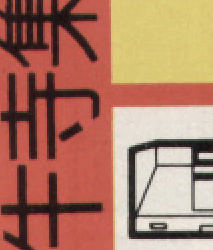
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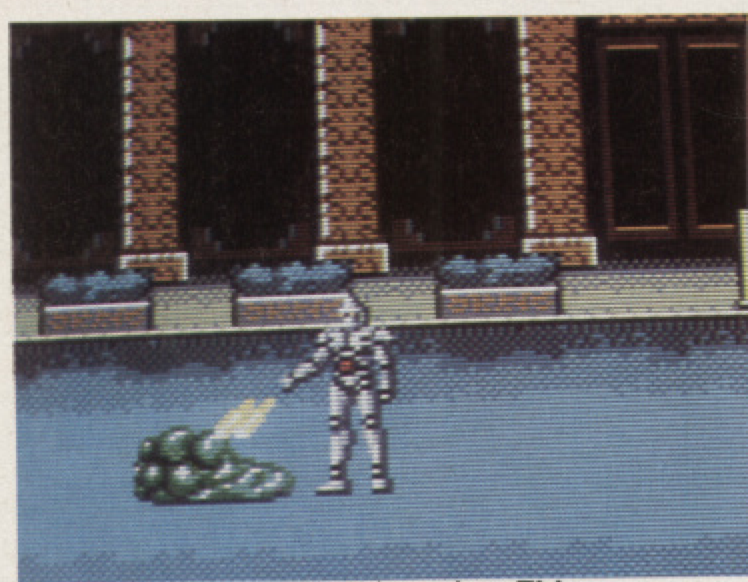
ALIEN STORM

All the human race was trying to do was coexist in peace and harmony and enjoy their lives to the full, and they would have got away with it if it wasn't for those meddling aliens.

Starships loaded with said contemptuous slimy extraterrestrials have landed and the ghastly inhabitants have taken over, terrorising the populace and generally disporting themselves in a yobbo-esque fashion.

Fortunately there are two brave survivors still willing to fight for the human cause. They are Gordon the Hamburger Stand Man and Scooter his robot assistant who have decided to take on the entire alien fleet and give their asses the kicking they so truly deserve.

Alien Storm is a conversion of Sega's popular arcade game. The action is seen in a three-quarters side view, giving the screen "depth" that the players cam move in and out. Blasting aliens whilst keeping a careful eye on your life and energy gauges is the order of the day here, so get your special "blasting aliens whilst keeping an eye on my life and energy gauges" trousers on and get slaughtering!



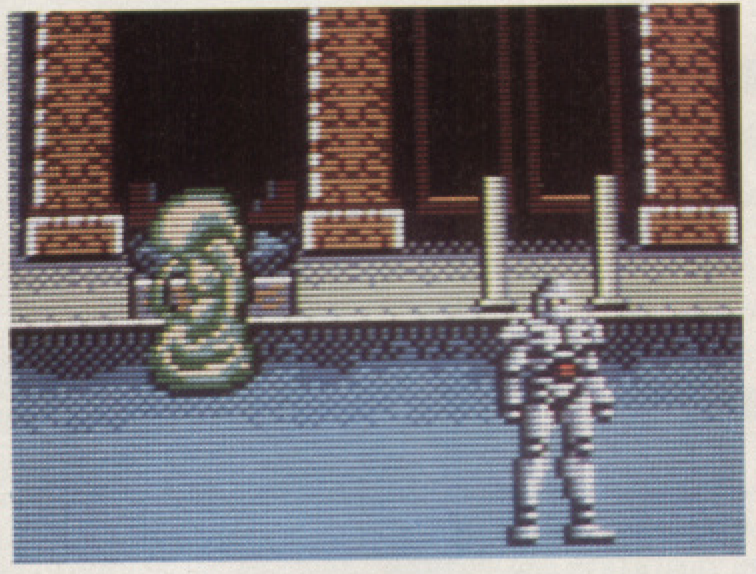
▲ *Scooter the android in action. This Terminator-like machine has many incredible weapons built into his hyper alloy body, including this amazing finger blaster. Cor!*

SHOPPING FOR ALIENS

Once per level, the heroes enter an alien-infested shop to participate in a 3D Operation Wolf-style feast of gratuitous violence. The object is simply to blast everything in sight, including the shop fittings which sometimes contain extra energy and weapon power-ups. Wahoo!

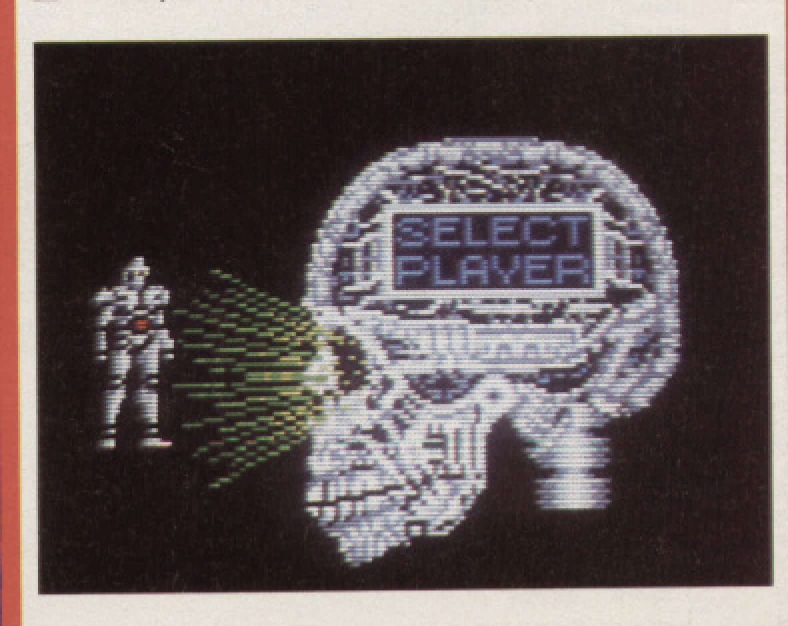


▲ *Blast, blast, and blast some more to get the most points out of these horizontally scrolling levels!*





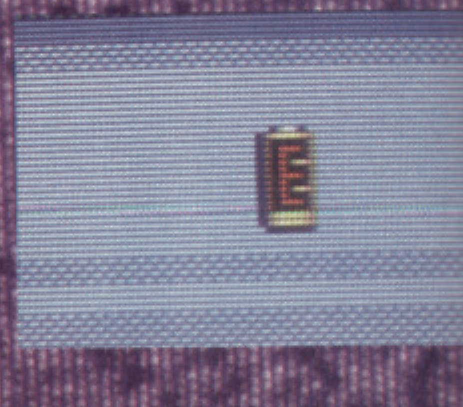
▲ *Here, Gordon is surrounded by nasty aliens,*

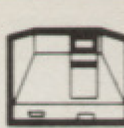




EVER READY LASERS

If you're fond of shooting your weapon off all over the place with gay abandon, Alien Storm has a shock in store for you. Y'see, your weapon is powered by batteries, and its death dealin' lasers gobble up their juice quicker than Oz sucks up a Macdonalds milk shake on a hot summer's day. Fear not though, for extra energy can be found by shooting the scenery in the 3D gunsight sequences, or by killing certain aliens who then turn into giant power cells just ripe for bunging in your laser.

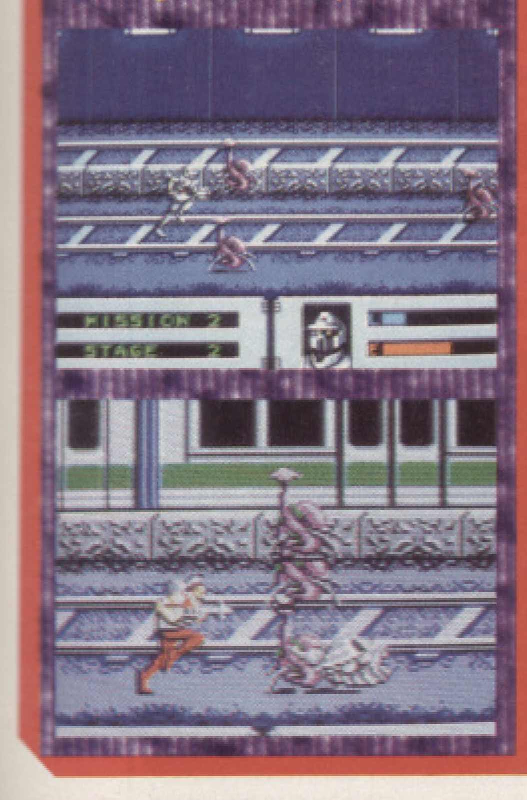






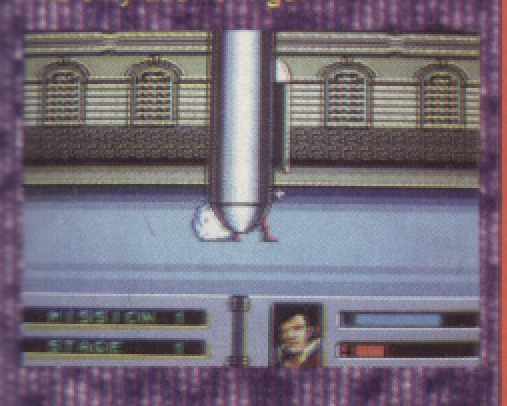

SONIC BOOM

Another change in the action is heralded twice during the game. This time, we see our heroes legging it along the screen as usual, but at enormous speeds more befitting Sonic the Hedgehog! During this level, our heroes' long-range weapons become activated and the game becomes more of a horizontally scrolling shoot 'em up.



SUMMON DESTRUCTION

In keeping with your average hamburger salesmen, Gordon and Scooter are not only tooled-up with their private arsenals of weaponry such as laser rifles, electro-whips and handguns, but can also summon attacks capable of clearing a whole screen of aliens. Scooter is able to explode his body, showering other-worlders with deadly hot shrapnel, and then call on another headless Scooter to replace the shattered shell. Gordon, on the other hand, is capable of requesting a huge nuclear missile to eradicate the scum. Far from destroying a hundred square miles of scenery around the detonation area, this is a rather selective missile which kills only alien things!





▲ *Gordon's mega-destructive short-range laser cannon is just the job for taking on slimy aliens like this one. He also carries laser pistols to get the job done.*

COMMENT



JULIAN

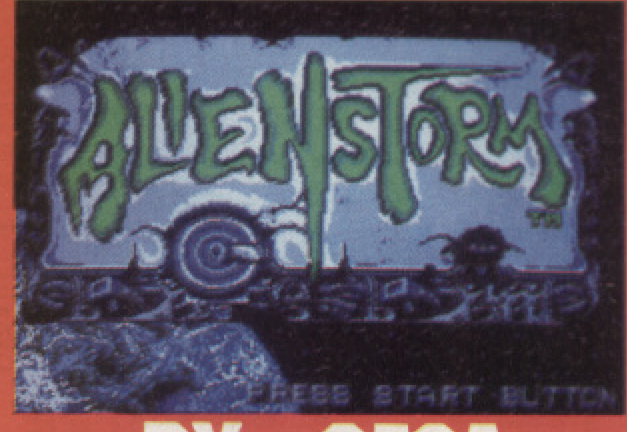
I can only express deep disappointment at this shoddy conversion. It's an instant downer as soon as you boot it up - the graphics are very poor, with small, blocky and poorly-animated sprites. The aliens are particularly bad, looking nothing like their grisly arcade counterparts. The sound is even worse, with a vile, grating, screeching tune that has you reaching for the volume knob in seconds. But worst of all is the playability. Even with its cock-eyed collision detection and unresponsive controls you can finish the game within a couple of sessions - Alien Breeze would be a more befitting title for this game!

COMMENT

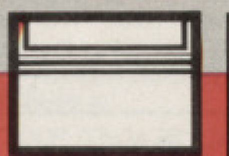


RAD

Bearing in mind the excellent conversion job made of the Megadrive version of Alien Storm (except for the difficulty level) it would have been nice to think that Sega could pull a similar conversion rabbit out of the hat when it came to the Master System version. Sadly 'tis not to be. Alien Storm is lacking in three areas: graphics, sound and playability. The sprites are small, blocky, poorly animated and few of the aliens resemble their arcade counterparts in any way. The sound is dreadful, with one or two barely audible "effects" and what must be the worst Master System tune ever, it sounds like the Tone Deaf Memorial Quartet on their kazoos and Muppet keyboards. The final nails in the coffin are the unresponsive controls and poor collision detection. It's difficult to make your character shoot accurately due to the poor 3D, and aliens who should rightly be about six feet away from you suddenly kill you. Quite simply, Alien Storm is very unsuccessful conversion that fails to deliver any of the thrills and spills of the original coin-op.



BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: EEEAAASSSYY!
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 2
RESPONSIVENESS: SLUG-LIKE





PRESENTATION 42%
Choice of two characters and two difficulty settings.

GRAPHICS 44%
Small, blocky and poorly animated sprites, jerky scrolling and little variety.

SOUND 22%
An absolutely dreadful tune causes aural pain throughout, accompanied by the occasional sad spot effect.

PLAYABILITY 39%
The action is so unchallenging, even the dodgy collision detection and naff 3D effect doesn't make life difficult.

LASTABILITY 31%
A few sessions is all it takes to get through the game, and after that there's nothing to entice you back.

OVERALL 38%
A very poor conversion which contains none of the original coin-op's thrills and spills. Avoid it.

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THE GAMES: WINTER CHALLENGE

Snow and ice evoke different reactions from people. While some people tend to shiver, wheeze and slip over a lot in these unfavourable conditions, others strap on special equipment or climb aboard sled-like contrivances and participate in snow-based sporting activities.

Not surprisingly, The Games concentrates on the sporting aspects of cold weather and casts the player and his pals if they want to participate in multi-player excitement as athletic hopefuls hoping to scoop the gold medals in the eight-event Winter Challenge. The overall aim is to win enough medals in each event to be declared the overall winner of the challenge, and thus bask in glory ever-lasting (or something).

But no-one expects your first outings on the Winter Challenge course to be completely glorious. That's why the programmers of the game have included a special practise option which enables you to test out each event before the competition begins, and maybe even hone a few skills in preparation for the main events!

SPEED SKATING



Compared to the other events, Speed Skating is definitely the simplest. Just tap the seven shades out of your joypad buttons to increase your skater's speed and watch out for the walls on each turn. Easy! Just complete three laps of the circuit and you're home and dry (well, home any way).



DOWNHILL



Grab your skis and sticks and ready yourself for some intense action! Avoid the sides of the valley and keep your skier speeding between the gates to get plenty of lovely points. The winner is the skier with the fastest time.

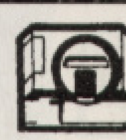
LUGE



Jump atop a tiny snow sled and speed around a course of dug-out ice tunnels as quickly as possible. Use the outside of the tunnels to build up the highest possible top speed - but be careful that you don't lose control!

JULIAN

The inconsistent quality of the graphics and dreadful music don't give this instant appeal, but the more you play it, the more you get into the snow-bound action. The events are varied and fun to play, and while some might complain that they're easy to finish, the real challenge is beating your own personal records. The multi-player mode is where the game is best appreciated, and I like the replay option which comes in handy both as a tool for assessing your own gameplay style as well as a Beadle-esque laff-a-minute device for displaying your fellow player's major foul-ups in super slow motion! If you're after some enjoyable sporting action The Games: Winter Challenge comes highly recommended.



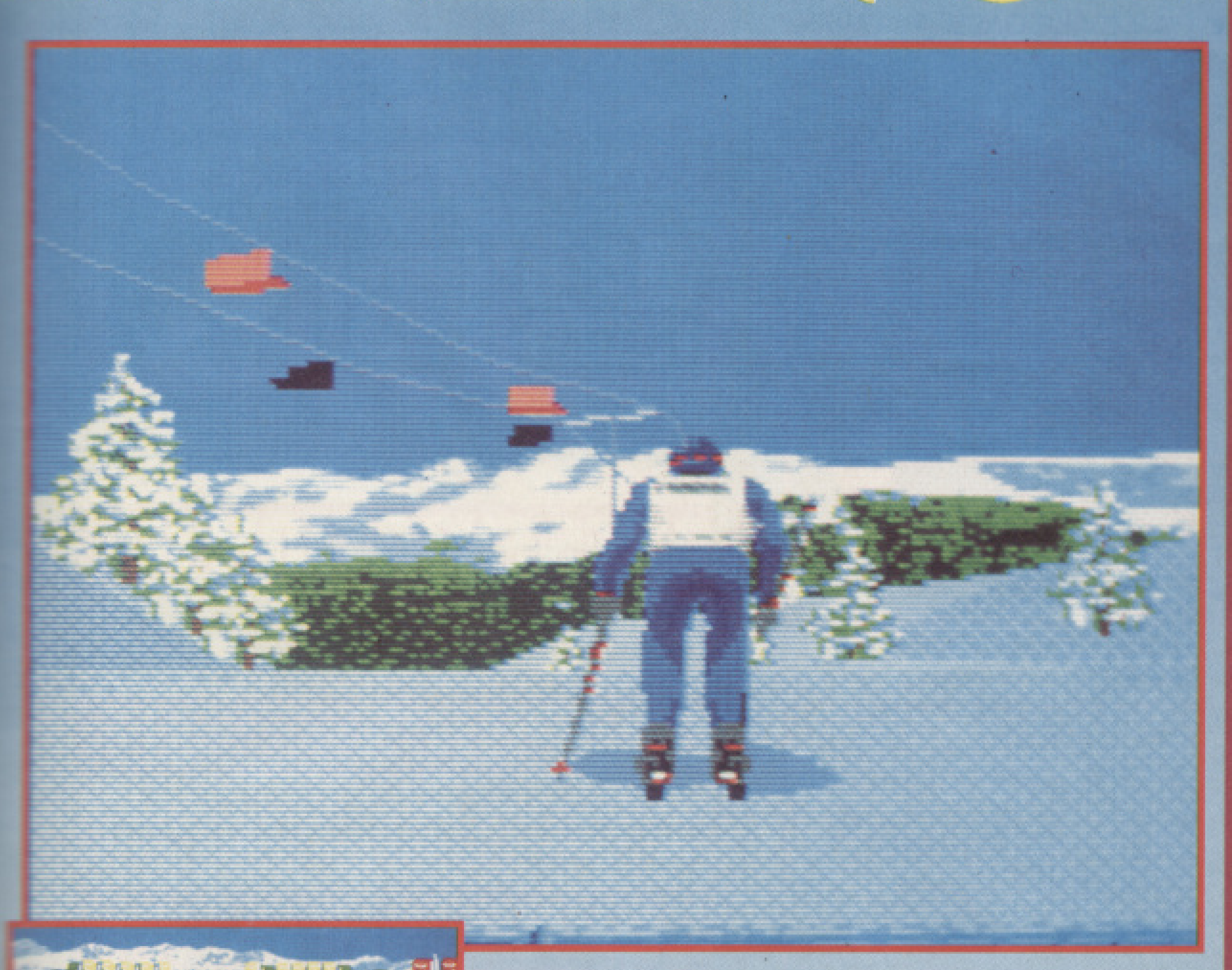


GAMES: CHALLENGE

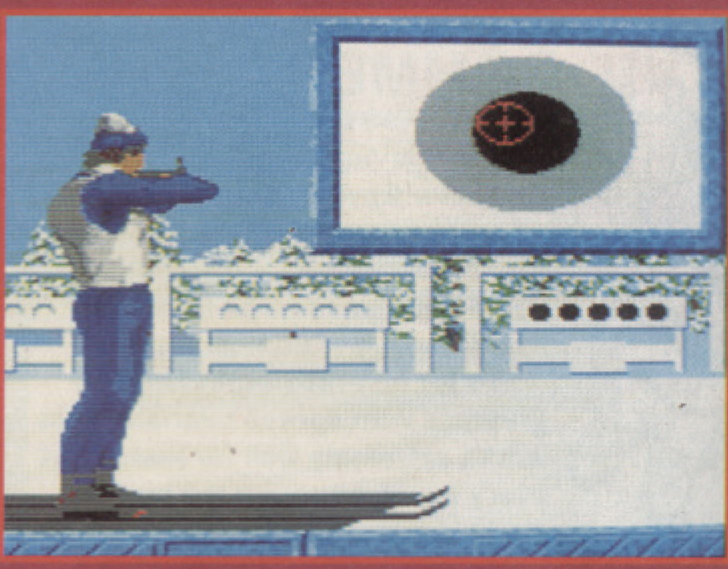
GIANT SLALOM



This is much the same as the Downhill event, but plenty of swerving skills are required to successfully negotiate each gate. The course is also longer (hence the "giant" of the title).



BIATHLON



Biathlon is a mixture of Cross Country and shooting. Just ski to each of the five targets around the course and let rip with your rifle. Inaccurate shooting leads to penalty seconds being added to your time. The winner is the contestant with the lowest time.

▲ *The fab opening ceremony.*

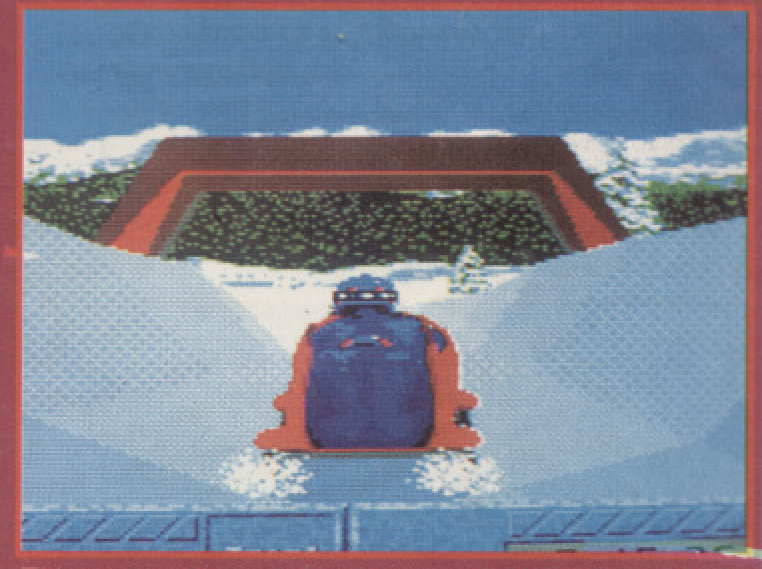
▲ *Taking to the air in the Ski Jump!*

CROSS COUNTRY



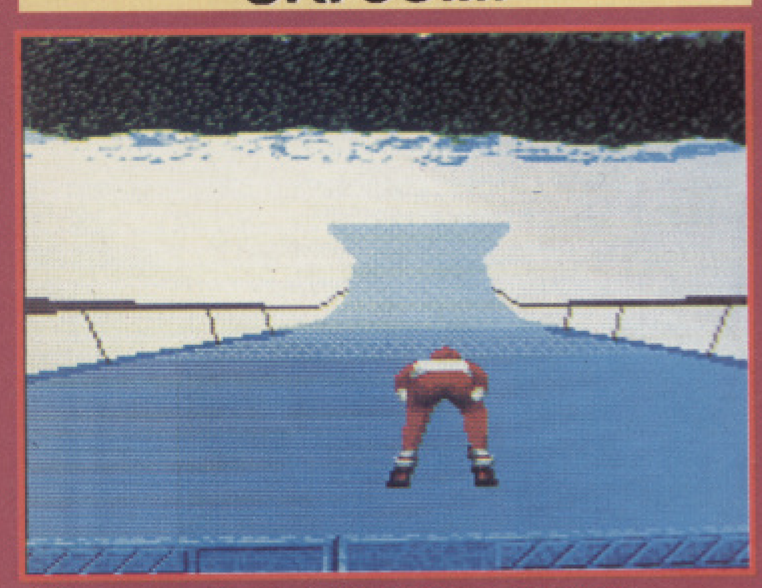
Endurance is the key to mastering this gruelling event. Match your skiing strokes with the energy meter at the bottom of the screen to stay at the optimum speed. Only then have you a sporting chance of finishing this energy-draining long distance event.

BOBSLED



This event is almost exactly the same as the Luge, but the Bobsled is a tad more difficult to control (owing to its bulkier size). The Bobsled ice tunnel course is also a lot longer and twistier than the Luge's, so keep your wits about you!

SKI JUMP



Clip on your skis and shoot off the end of an ice-covered ramp in this potentially lethal event. Minimalise your wind resistance while in the air and successfully land to finish the event. The winner is the contestant who achieves the longest jump.

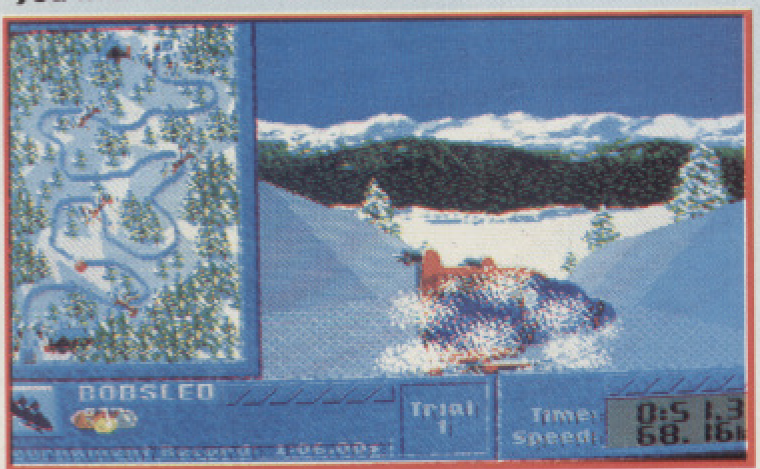
COMMENT



RICH

This is reminiscent of the computer Epyx Games series in name and presentation only. Rather than produce polished sprites and backdrops for each event, the programmers have opted for fast-moving filled-in 3D graphics with sprites overlaid. This works extremely well for just about every event, although the update slows down when there's plenty of on-screen action. The sound is a mixed bag, with some great samples and truly diabolical music. Gameplay-wise, there's no denying that The Games: Winter Challenge is varied and engrossing. Although each event is pretty easy to complete, actually mastering each to an expert degree should make for a long-lasting game. Add in the multi-player angle and you've got a great competitive experience as well. Although not exactly a classic, The Games: Winter Challenge will appeal to anyone after a decent sports game - a genre rather lacking on the Megadrive at the moment.

▼ *Here's some of the competition lined up for you in the actual tournament!*



IT'LL BE ALRIGHT ON THE NIGHT

Every time you finish an event, The Games: Winter Challenge allows you to survey your performance step-by-step, by using the Instant Replay option. The VCR-like controls make it simple to study every aspect of your performance - including the bits where you completely cock it up!



▲ *The Bobsled event begins!*



▲ *The first difficult corner is handled with ease.*



▲ *Coming up to the bridge!*



▲ *The sharpest corner of all...*

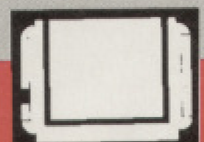
▼ *And they've spooned it! What a wipe-out!*





BY: BALLISTIC
PRICE: £39.99
RELEASE DATE: TBA
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: SPEEDY

1-8 PLAYERS





PRESENTATION 88%

Well-presented on the whole, with training options and instant replay action.

GRAPHICS 81%

Pretty decent filled-in 3D graphics for the landscape, with main sprites that vary from okay to great.

SOUND 77%

Some extremely awful music, but there's great sampled effects.

PLAYABILITY 87%

Each event is good fun to play, if a little eas to complete.

LASTABILITY 84%

Completing each event is pretty easy, but mastering them to an expert degree shoulc take some time.

OVERALL 85%

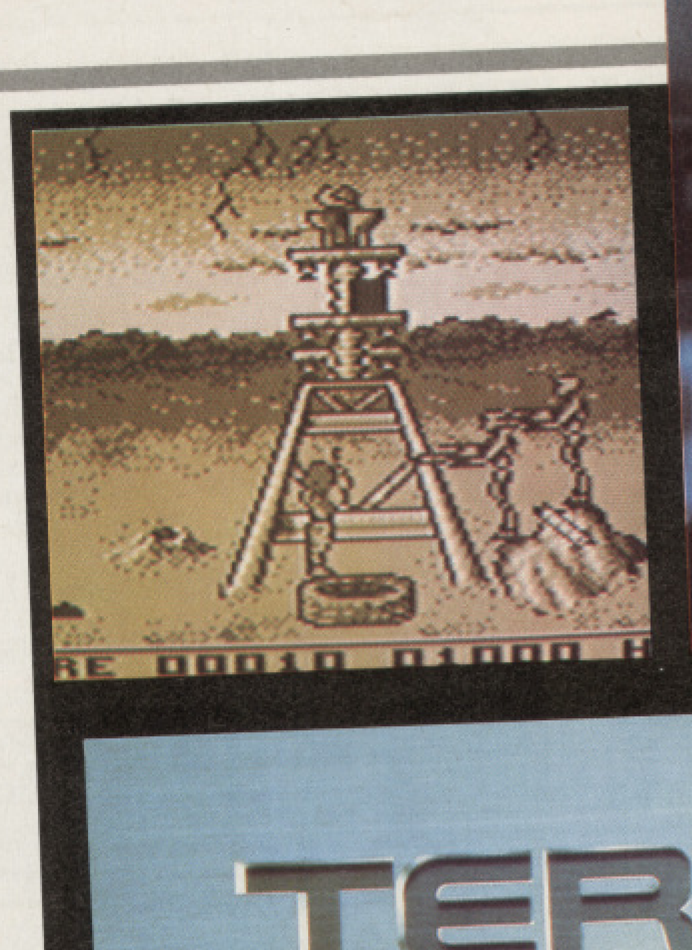
A great multi-event, ice-based extravaganza, highly recommended to sports fans.

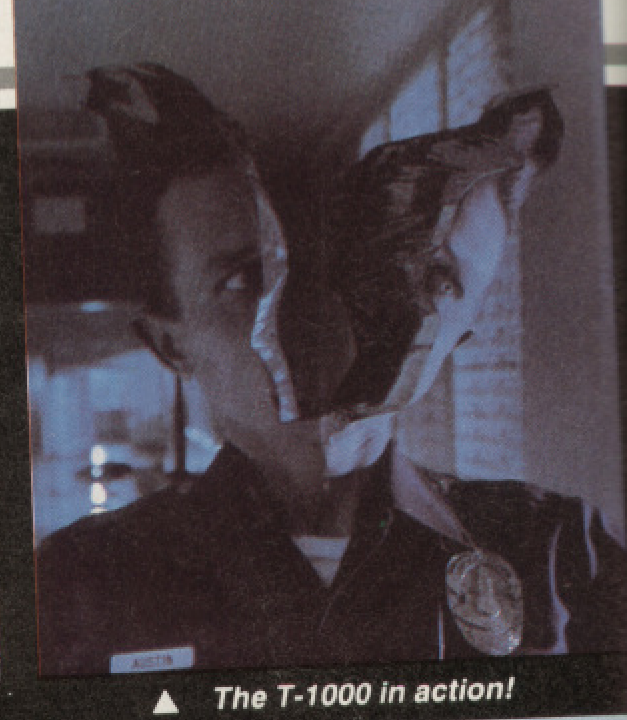
TERMINAT[OR 2]
JUDGMENT [DAY]

Following the nuclear disaster known as Judgment Day, a terrible war raged between the mechanised forces of the Skynet defence computer and the entire surviving human race. However, one man - John Connor, managed to band the survivors together and lead the human forces to almost complete victory. In response, Skynet targets Connor for termination and sends a deadly T-1000 cyborg back in time to kill him when he is still a ten year-old child - and thus win the war before it even begins! Luckily, the human forces get wind of this plot, steal a model 101 Terminator, reprogram him to protect John and send him back in time to do battle with the T-1000.

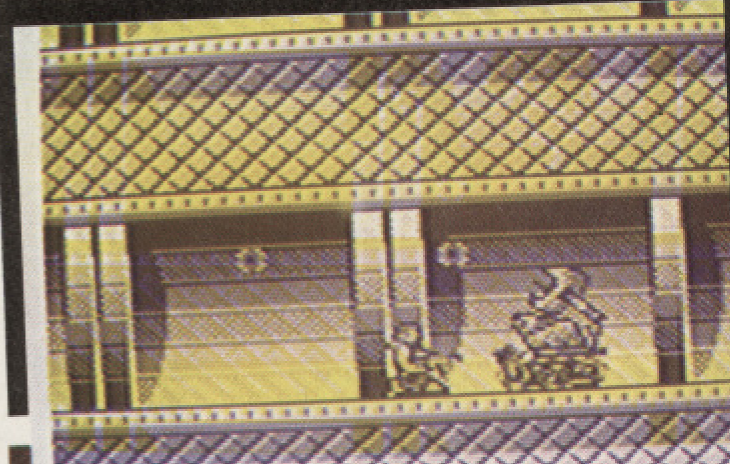
Before this can be done, Skynet defences around their time machine must be destroyed allowing the chrono-spanning jaunt to take place. This is done by John himself in the first level of the T2 game. This side-on platform blast sees John blowing up defence coordination towers to infiltrate the Skynet base. The theme is carried over to level two, where the production plant must be penetrated to grab your own Terminator. The captured machine receives its new orders in level three. This is a puzzle section, where John Connor adjusts the circuitry in the Terminator's brain.

Level four takes place in 1994, where John and the Terminator must escape from the T-1000 who is chasing after their motorbike in a large truck. Shooting the lorry and avoiding hazards are the orders of the day here. In level five, the Cyberdyne Systems labs must be blown up to stop Skynet from ever being created. After Cyberdyne has been successfully disposed of, our heroic cyborg must blow away the rampaging T-1000. This comes to pass in the climactic level six, set within the confines of a steel mill. Here, the Terminator grabs weapons which fall from the ceiling and uses them to blast the T-1000 into a big vat of molten metal from which he will never return.

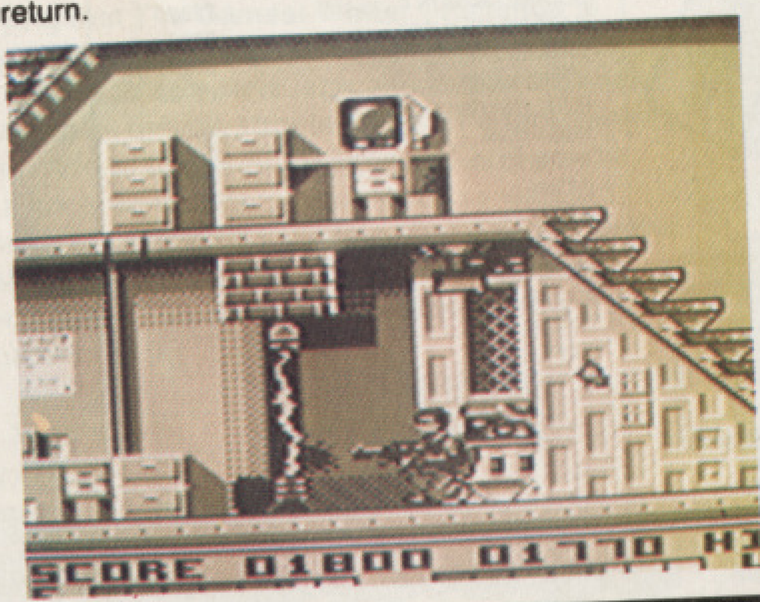




▲ The T-1000 in action!



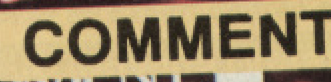




T-1000 TOMFOOLERY

This T-1000 is no ordinary killer cyborg as it can change his shape at will and even flow like mercury. This process is seen in action on level six. Damage the T-1000 enough and it sheds his human appearance for good and turns into a liquid psychopath of doom! Make sure you keep plenty of heavy artillery around when this happens.





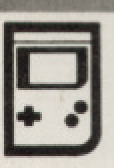
▲ Here's the Terminator's targetting system in action. Impressive, eh?

COMMENT

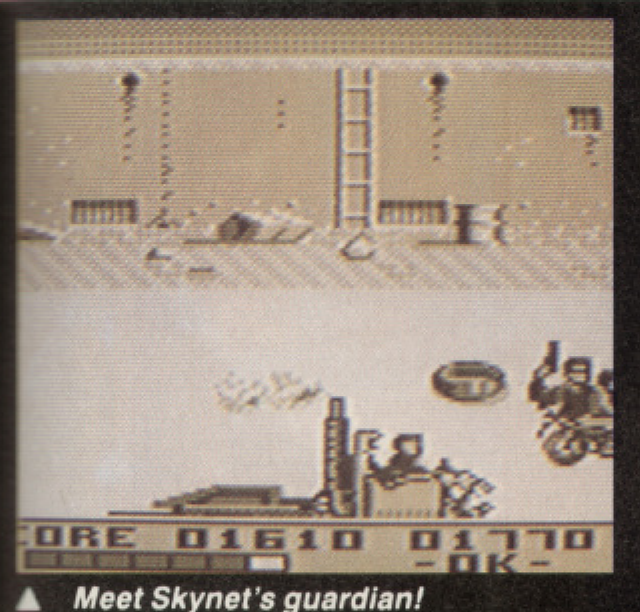
RICH

Boasting excellent graphics, awesome soundtracks and decent playability, Terminator 2 is one of the best Gameboy carts I've played of late. Every level is challenging and enjoyable, and it should keep you occupied for weeks. Highly recommended.

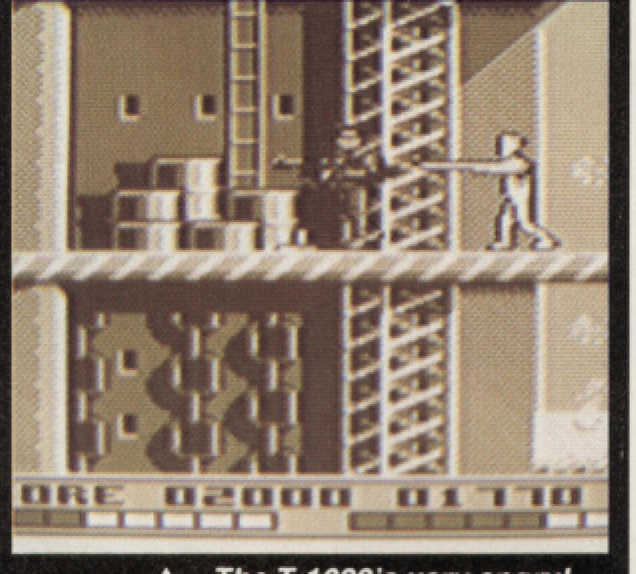
GAMEBOY REVIEW



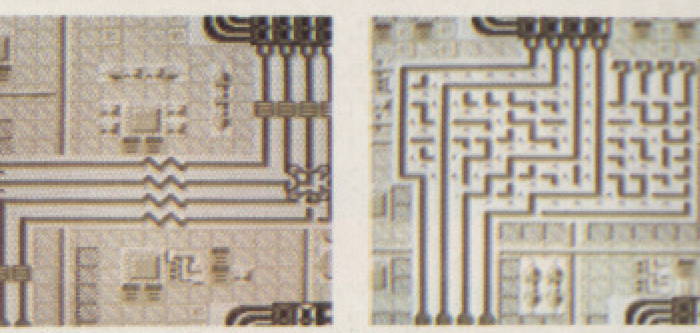




▲ *Meet Skynet's guardian!*



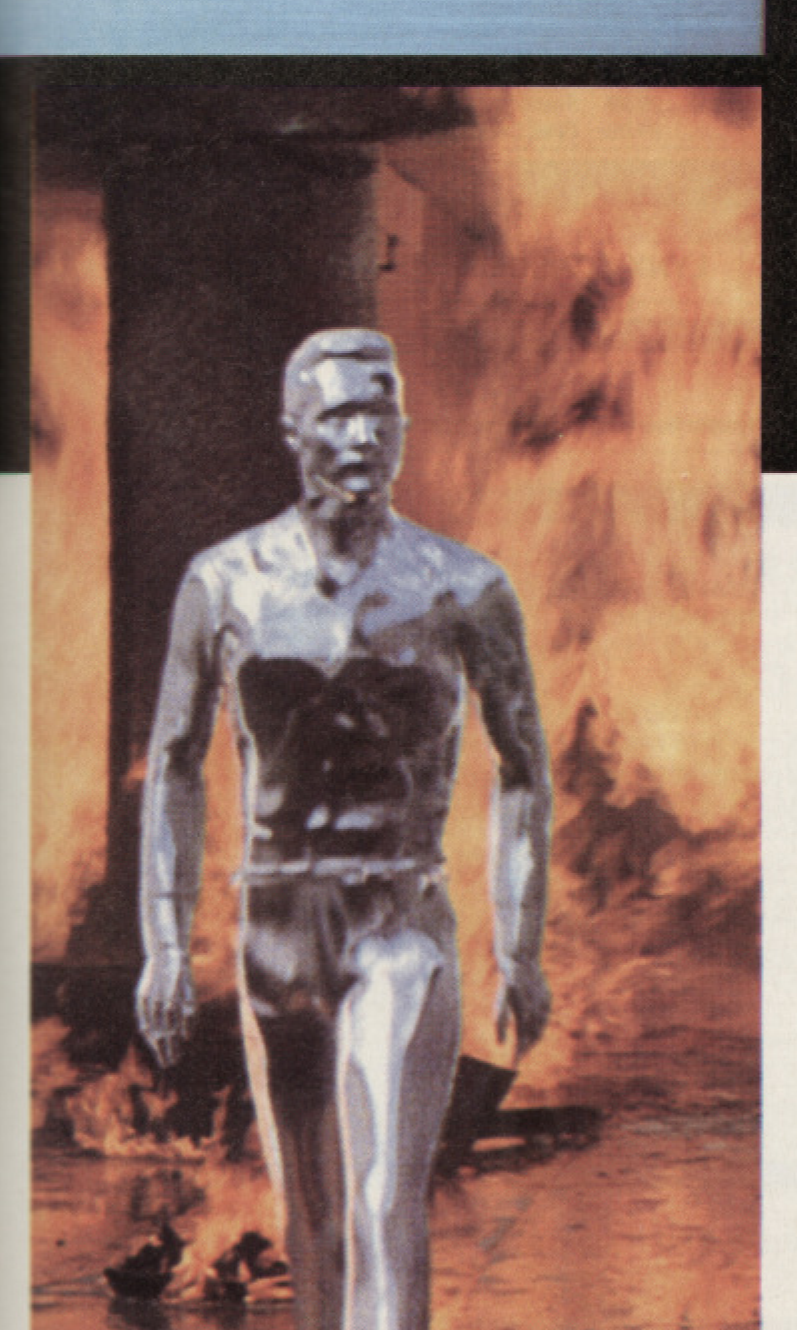
▲ *The T-1000's very angry!*



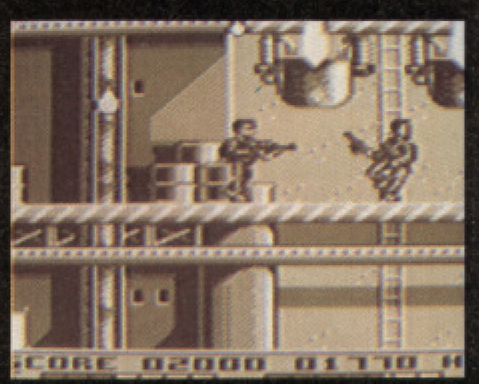
▲ *Circuit board action! Match up those terminals!*

PERPLEXING PUZZLES

In these puzzle stages, the object is to clear four electrical paths for charges that pass from the bottom to the top of the screen. There's a strict time limit to set the paths up in so hurry!



▲ *In this movie shot, the T-1000 walks away undamaged from its first encounter with the Terminator.*



COMMENT



RAD

Terminator 2 is one of the best Gameboy releases in some time. The levels differ enough to give the game variety but not so much that the action becomes disjointed. The gameplay is also of a high standard and the cart packs quite a challenge. There's no faulting the graphics either with loads of great sprites, backgrounds and animation, and the whole thing is accompanied by some topper effects and tunes. Action-loving Gameboy owners should get this now.

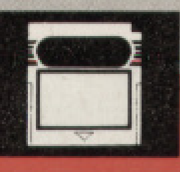


ACCLAIM £19.99

RATINGS

PRESENTATION	81%
GRAPHICS	87%
SOUND	82%
PLAYABILITY	90%
LASTABILITY	83%
OVERALL	90%







Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

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PC ENGINE games for sale. PC Kid 2, Final Soldier £23 each, Ninja Spirit Gunhead £18 each or £60 the lot. Atari Lynx with 2 games, excellent condition unwanted prize £75, boxed. Write Simon Law, 88 High Street, Crediton, Devon EX17 3LB.

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NINTENDO Super Famicom, boxed, guaranteed, immaculate, mint condition with 4 superb games, Super Tennis, Ghouls n' Ghosts, Actraiser, UN Squadron, 2 joypads, cost new £530, sell for £330, only 3 months old. Legit reason for selling. Tel. Mark on 0292-77634.

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AMSTRAD CPC 6128+ with colour monitor, games, stop press and mini office 2. only £275 ono. Tel. Grimsby (0472) 344274.

GAMEBOY plus Tetris, Spiderman, Turtles and Double Dragon, also game light and magnifier, carry case, headphones and 2 player, lead, all for £120 ono. Phone (0235) 532106, all nearly new.

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HI! I'm selling a Master System 2, with 2 games which are Mickey Mouse, Psycho Fox only 3 months old, still in box with instructions, vgc, selling for £70. Call 081-866 2848 after 5pm, weekdays.

NINTENDO games, Soloman's Key, Soccer, Tennis, Road Racer £12, Gauntlet II, Simons Quest, Mega Man 2, Zelda, Link £15. Tel. 0926-640997.

7 MEGADRIVE games for sale £150. Please ring 021-357 8818, after 6pm.

C64, tape deck, some games £70 and a free Yamaha Portasound VSS-30 sampling keyboard, all in mint condition, never used. Since got an Amiga but you must include £10 p&p for keyboard. Simon Law, 88 High Street, Crediton, Devon EX17 3LB.

COMMODORE 128, disk drive, tape deck, daisy wheel printer, Scart colour monitor. Loads of games and software £250. Marcus 0395 275144 (eves).

MEGADRIVE control pad £10, Moonwalker £15, Altered Beast £10. Contact James on (0446) 781663.

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MEGADRIVE plus joypad and 4 carts, boxed £100, also Amstrad CPC464 comp, colour monitor and games £80 ono. Tel. 021-743 7969.

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MASTER SYSTEM for sale £40, 9 games £10-£16 each or whole lot for £150. Phone (0254) Blackburn 201377.

GAMEBOY with five excellent games including Gargoyles Quest, Chessmaster and Super Marioland and Hard Carry Case worth £170 sell for only £110. Will throw in some old Mean Machines as-well. Phone 071 328 00 39. Ask for Emmanuel.

PC ENGINE CD ROM + Interface, only £180 or £200 including 2 CD's, or will swap for Scart Famicom. Alternatively, CD ROM + Interface + Engine + 4 CD's + 6 Cards + Audio Leads + 2 Power Packs, all boxed, mint condition. Only £350. Also Darius (CD) and Sidearms (CD) to swap. Call Peter 0708 726530.

SUPER FAMICOM, two pads, one week old, £200. Megadrive plus CD-ROM brand new with 4 games, £525. Gamegear, 3 weeks old £75, Famicom games £28 each includes Super Mario, Final Fight, Sim City, Pilot Wings, Actrainer. No swaps. Tel after 3pm William 0223 67912.

SCART SUPER FAMICOM with over 10 months guarantee including 2 Control Pads, P.S.U. Perfect condition. Boxed with Final Fight, F-Zero, Pilotwings and S/R Type. If you want all for £295 (Negotiable) Games vary. Call Mark for latest deal on 0778 344094.

BACK ISSUES of Mean Machines, C & V G, Games X For Sale. Mean Machines: 3, 5, 8, 9, 10. C & V G: 111, 115, 116, 117, 118, 119. Games X: 6, 10, 17, 23, 26, 27. Also Sega Transbot for £5. Ring Chris on 9799860 (Hampton).

FAMICOM SCART brand new, boxed with 2 pads and leads. Four games including Caveman, Ninja, £230. Phone Ivan 0689 857653.

AMAZING, Issues: 1, 4, 5, 6, 7, 8, 10, 12, 13 and 14 of Mean Machines for only £2 each! all mags in not bad condition. Also Issue 16 for only £3.25 (including Sonic Comic). Complete Guide to Consoles 4 £2 (ono)! Call Mark on 0778 344094.

FAMICOM; Pilotwings £23, F/Fight £23, F-Zero £23. Superb condition, swaps considered. Famicom games wanted to buy, so ring Mark 0778 344094.

PC ENGINE (Scart) with Gunhed 3 (Final Soldier), Ninja Spirit £120. Great condition with box. Tel. 0225 858091.

MEGADRIVE, 6 games, including Sonic, Joypad, Audio Cable, Jap Adaptor plus Nintendo with Turtles, swap Amiga Famicom £350. (0629) 580832.

N.E.S. with Turtles Track and Field 2, Double Dragon 2, £99 or swap for Gameboy with games. Tel 0923 676160.

MEGADRIVE with 12 games including EA Hockey, John Maddens, Merco, 2 Joypads plus Japanese Converter. Sell for £350 ono, or swap for Scart Famicom with games. Phone Yusur on 0293 544124.

SEGA MEGADRIVE, runs all carts, 2 joypads, 8 games including The Immortal, Revenge of Shinobi and Golden Axe - all in mint condition; sell for £200 ono or swap for Atari ST with joystick, mouse, games (negotiable). Must be in good condition. Phone 0633 420727.

SPECTRUM 128K +2. Good Condition - over 150 games including Chase HQ, Fighter Bomber, Ninja Warriors, Sim City, R-Type etc... 1 joystick, manuals, books, 44 Speccy mags - bargain at £140 ono, call Adam after 5pm on 0487 832138.

FOR SALE Megadrive Ghostbusters Game, Unused, £15 O.N.O. Phone Simon 081 550 7349.

FOR SALE 2nd hand N.E.S. Games, Titles include Battle of Olympus, Solstice, Metroid and many more. All V.G.C. Call Angie on East Grinstead (0342) 315992 anytime or Jen on (0342) 300480 anytime.

N.E.S. and SMB III, W.W.F and 5 other Great Games, Spanking new only for £200. Telephone Ian on 0625 530406. Hurry Now!

WANTED Neo Geo also PC Engine Games, Famicom Games or Complete Systems for sale, swap Uniden Royale Scanner. Swap Sale Realistic DX400 Digital Portable Communication Receiver AM FM SSB CW AC/DC Direct Input Offers Why 0926 881634.

MEGADRIVE for sale, no games, 2 joypads - bargain £70. Ring (0772) 671032 between 4 and 6pm.

128K SPECTRUM +2 many games, mint condition £100, joystick and gun 0530 61068.

SUPER FAMICOM and 8 games (Scart) for sale £375 or swap for Neo Geo + games (Scart) also wanted Neo Geo (Scart) with games: STFC games include Ghouls & Ghosts, Super Tennis, Populus, F-Zero, UN Squadron: Write to: P. Jess 58 Legacurry Road, Lisburn, Co.Antrim BT 27 5LZ.

GAMEGEAR with Mastergear Converter, Shinobi, Wonderboy, Ninja, Castle of Illusion, Phsycic World and Super Monaco Grand Prix. £180. Telephone 0707 50961.

CD ROM for PC Engine plus games which are Sherlock Holmes and Street Fighter £200. Phone 0376 515576.

LYNX, still guaranteed, with Car Adaptor, Carry Case and 7 Great Games, including Scrapyard Dog, Gates of Zendacon, Zarldr Mercenary and Ninja Gaiden. Worth over £300. Bargain £155, and Onslaught for Megadrive £15, Please call Ruth on 081 650 8490.

SUPER FAMICOM (SCART), 2 Joypads, P.S.U and Super Mario World only £155, excellent condition. 0634 406657.

ATARI LYNX, excellent condition with 3 games (California Games, Gauntlet 3 and Road Blasters), all boxed with AC Adaptor and Comlynx Cable. Worth £195 will sell for £100. Phone Mobeen on (0706) 521974, after 6pm.

SEGA MEGADRIVE, 2 months old, 4 great games, Sonic, Streets of Rage, Thunder Force 3, Altered Beast + extra joypad and stereo headphones £250 ONO or swap for Amiga with Power Supply. Phone James on 0756 794802 NOW! Quick sale needed.

N.E.S. FOR SALE including 5 top games which include Mario 3. Also includes Joystick. Worth £270 sell for £145 ono. Pristine condition. Phone on W-Ton (0902) 330869.

GAMEBOY, boxed with Tetris, Double Dragon, Batman and Solar Striker, only £70 ono. Phone James on 0722 70556.

NES with Control Pads, Lightphaser and game Track and Field 2 for £60. Ring Trevor on 081 785 9121.

MART 

BARGAIN 1, Atari Lynx and 5 games, Comlynx, A.C. Adaptor, all boxed, 6 months old only £130. BARGAIN 2, Nintendo Gameboy, 4 games, Stereo Heasdphones, Leads, 'Nuby' Gamelight, all boxed, 3 months old only £99. Contact James on 0493 720959 Now!

C64 GAMES for sale. Worth over £350 includes Turrican, Chase HQ, Shadow Warriors, plus many more. Sell for £100 ONO. Tim (08353) 592.

SUPER FAMICOM (PAL) Boxed, Unused. Mario World, Final Fight, F-Zero, Super Ghouls & Ghosts, 2 Joypads. Bargain £230. Tel: 0633 250804.

MEGADRIVE GAMES for sale. Spiderman £21, PGA Golf £27, Gynoug £22, Hellfire £20. All excellent condition. Phone Ben 081 348 0765.

NINTENDO with Turtles, Rush 'n' Attack Rescue. Boxed as new £90 ONO. Ring Shaun on 051 424 7728.

ATARI LYNX, brand new, unwanted gift, Kit Pouch, C omlynx Cable and Warbirds Game, £100. Phone 0277 374103.

MEGADRIVE for sale, runs all games, as new, 17 games includes Sonic, Mickey Mouse and lots more, 2 Joypads, SG Fighter, Joystick, Arcade Power Stick. Worth over £700 - For You! only £350. Tel: Stevenage 0438 725058, contact Peter anytime anyday.

SUPER FAMICOM (PAL), 2 Joypads, 3 Games (Tennis, Mario 4, Actraiser), as new, perfect condition, bargain £290 ONO. Tel: Oliver (0843) 31771.

C64 FOR SALE, all boxed, loads' of games with tape deck. Sell for £70. Call Andy 0625 585789. In Cheshire.

SEGA GAMEGEAR with 4 games and adaptor. Boxed as new only 4 months old. Games are: Super Monaco, GP, Wonderboy, Mickey Mouse, G-Loc. All in superb condition. All for £140. Please phone Gary on (0648) 32868 after 4pm.

FOR SALE, Turtles, Super mario Bros 2 £55 for both games or £27.50 for each game. Phone Paul on 081 508 3810 NOW!

ATARI ST, complete with loadsa extras including 50 top games, 3 joysticks, 2 mice, mousemat plus many groovy demo's. Also Atari books, so go for it! Mega Cheapo Bargain Price at £250 ONO. Phone 081 941 6905.

6 GAMES FOR SALE, including Bayou, Billy Kid, Icarus, SMB2, Castlevania, Rygar, Robo Warrior, all for £99. For quick sale. Also Le Mans 24hr Scalextric for sale £40 ONO, money needed quick. Ask for Gareth or Nicky. Phone 041 778 7414.

COMMODORE 16 plus 4, Cheetah Joystick with over 20 Games. All in Superb Condition, for £50. Call Hitesh on (0204) 652270.

NINTENDO NES for sale with 4 games, Turtles, simpsons, Duck Tales and Paperboy, only 2 months old £110 ONO. Tel 0270 624563.

PHANTASY STAR 2 and 110 page tips book £25 and Mickey mouse £20 or swap either one for Road Rash, JM 92, Pitfighter. Phone (0223) 835397. Any Megadrive Games wanted will pay £10-20. Cheap games especially wanted send lists: Dean Jacobs, 29 Park Road, Sawston, Cambs, CB2 4TA.

SUPER FAMICOM, boxed as new, great condition with full 8 month guarantee, includes 5 top games: Final Fight, Mario, Goeman, Pilotwings, 3D Golf. Enhanced picture and Sound quality. Scart machine all for only £325. Notes if interested. Please phone (0376) 20511.

FAMICOM (SCART) with 6 games - Ghouls and ghosts, Goeman, Gradius 3, UN Squadron, Final Fight, S.Tennis. Still under warranty, bargain at £260 or swap for Neo Geo with 2 good games. Phone 0302 788278 after 5pm and ask for Mick.

ATTENTION Gameboy Pcus, 6 great games, WWF, R-Type, Batman, BDouble Dragon and Tetris, Stereo Headphones, Head to Head Leads, Mint Boxed Condition, Reluctant sale only £140, cost £220. Phone Edward 0968 60736.

MEGADRIVE runs Jap/UK Games, 2 Joypads, 1 Wicked Joystick, Master System Converter, 14 Games which includes Sonic, Eswat, Super Monaco GP, Mickey Mouse, John Maddens, Moonwalker. Worth over £500 selling for £320. Phone Tony 021 421 7804.

MEGADRIVE with 4 games and 1 joypad. Games are Columns, Outrun, Wardner and Joe Montaner £150. Phone (0206) 241157. Essex.

UK MEGADRIVE For Sale, includes Arcade Joystick, 2 Games and Jap Adaptor. Will Sell for £120. Phone Steve 0622 861583.

AMSTRAD CPC6128, Colour Monitor, Disk Drive, 30 Games, Tape Deck, over 15 Games and a few accessories including a Disk Cabin for all Disks would now cost over £700, only £300 (Tape Deck separate). Contact Kerry on 081 459 0342 BYE!

MEGADRIVE and 20 Great Games including Bare HKnuckle, Merls, Quaukshot, Sonic, Spiderman, Ghouls 'n' Ghosts, Mickey Mouse and 12 others. Also 2nd Joypad, all boxed and in superb condition. Bargain at £500. Call Paul on 071 237 1596 (London). Evenings and Weekends.

MEGADRIVE English Games, Ghostbusters, Altered Beast, Afterburner 2, Super Hang-On. Sell for £25 O.N.O each. Phone 0748 822020.

MASTER SYSTEM, 2 Controllers, Control Stick, Gun, 8 Games, RFU. All for £130 ONO. Wanted Megadrive Sonic, EXA Hockey, John Madden '92, Mickey Mouse, £15-25 per game or swap 5 or 6 Master System Games for 2 above Megadrive Games. Phone (081) 989 8133.

FOR SALE: Yamaha VSS200 sampling keyboard and stand. Sell for £60 or swap for any 3 of these Gamegear Games: Joe Montana, Outrun, Super Kickoff, Sonic, G-Loc, Donald Duck, Golden Axe, or Ninja Gaiden. Contact Jeremy on 0707 873402.

N.E.S converted American/U.K., 7 top games including S.M.B.3, D.D.2, Batman, Joystick, Joypads. Worth £400+. V.G.C. Sell £175. 0483 722096.

NINTENDO NES, 6 months old, still boxed plus 4 games including SMB3, Castlevania, Double D 1, Double D 2, 2 C. Pads. £125 ONO. Sega Master System, 1 yr old, 2 C Pads, Lightphaser, Python 3, Joystick plus 10 games. As new. £150 ONO. Phone Gary on 0734 781626 after 6pm.

UK MEGADRIVE, boxed with Sonic the Hedgehog, John Maddens Football, Alterted Beast, Control Pad, Headphones. Postage/Insurance included £155. 0705 819480.

MEGADRIVE and 9 games (Sonic, Elemental Master, Marvel Land, Magical Hat, Phantasy Star III, Altered Beast, Road Rash, Devil Crash + Quackshot). Worth over £430, all still boxed, brand new - sell for only £250. Phone Richard on Rotherham (0709) 362668 after 6.30pm.

SEGA MEGADRIVE GAME, Spiderman. Brand new, unwanted Xmas gift £25. Also Gamegear, Shinobi, boxed as new £12. Patrick 021 353 6571.

PC ENGINE + Games, absolute bargain. Remote Control Car, Hornet, Transmitter, Charger - £50. Tel. Ben on Halifax, (0422) 310383.

MEGADRIVE FOR SALE + 5 Games, 1 Joypad, Audio Video Leads. Worth (£3.40) sale £240 or swap for Amiga 500. Contact Bradford (0274) 814413 for more info ask for Peter. Please ring after 3.30pm.

NINTENDO GAMES, SMB1 £8, Double Dragon £13, Metal Gear £14, Bionic Commando £16. Prices include P&P. Tel: James 0787 237702.

SUPER FAMICOM (SCART) and 5 Games for sale, Mario 4, Area '88, F-Zero, Pilotwings, Populous, Joypads, PSU, Boxed, V.G.C. £340. Write to: Adam Drew, Coolbawn, Tydecombe Road, Warlingham, Surrey, CR3 9LU. Don't Ring! I'll ring you when you write. No Swaps.

GAMEBOY FOR SALE. Boxed and in Excellent Condition, includes Tetris, S.Mario and Fortress of Fear. Also comes with a Hard Carry Case. Worth £145 sell for £90. Phone Zach on 064 722 265.

GAMEBOY. Fully Boxed with Stereo Headphones and 2 Player Lead, 6 Games, Tetris, Tennis, Spiderman, Super Mario, Double Dragon, Robocop. All games fully boxed with instructions. Will consider selling for between £125 to £150. If interested phone me (Chirag) on 081 672 6825.

NES with 9 great games including Super Mario Bros 3 and 2, £170 or swap for a Gamegear with 4 or more games. Phone 0761 437384.

GAMEBOY: including 4 Games, Game Light and Nuby Bag for £100. Phone 081 5000103.

SPECTRUM 128K For Sale with 57 Games, 2 Joysticks and Carrier Case for games for £100. Phone 081 5000103.

NINTENDO For Sale including 12 Games (New Worth £600) only £200. Phone 081 5000103.

AMIGA FOR SALE, with Mouse, Zipstick, 20 Blank Disks and DP2. Aswell as the game Manchester United. Unwanted Christmas Present. Used only once! Cost: £340+ sell for £275 OVNO. Tel: (0272) 557341 after 6pm and ask for Dave...Everything Boxed.

NINTENDO, with 7 Games, 1 Year Old, Brand New, would cost £280 selling price £170. Phone 021 445 5749, Jonathon Churchill.

NINTENDO, Digger T. Rock as new £30 or swap Megaman, Megaman 3, Gremlins 2, Super Mario 2, Simpsons or Tetris. Phone Laura (091) 2812092.

ISSUES 9 to 15 Mean Machines £5 each. 19 to 26 Sega Power £3. Issues 10 to 17 Sega Power £2. Issue 116, 119 C + VG £1 each. All complete guides are £5 each. Write to: S.Singh, 9 West End, Yaxley, Peterborough Cambs.

ATARI 520ST, 2 D/Drives, Mouse, Joystick, Games, Excellent Condition. Worth over £900. Sell for £285. Tel: Pat 021 501 2423 after 7pm.

(PAL) UK MEGADRIVE + Extra Joystick + 9 Highly Rated Titles. Worth over £480 when new, sell for £275 No Less. Phone (0661) 24434 ask for David. May exchange for (Pal) Famicom + 3-4 Games. No Time Wasters.

COMMODORE 64, Loads of Games, 2 Joysticks, Data Recorder, 18 months old, Excellent Condition £95. Phone 0786 78958 ask for Keith after 4pm on Weekdays. Buyer Collects.

MEGADRIVE PAL-1, PSU plays all Games, 2 Joypads including 1 Turbo, Scart Lead, 4 Excellent Games: N.Z.Story, P.G.A., Tour Golf, EA Hockey, John Maddens '92, 6 Months Warranty, Remaining £185. Reasonable Offers Negotiated. Tel: Simon (0203) 412870. Coventry.

AMIGA 500, 6 Games, 150 Blank Disks, 3 Joysticks, 2 Mice, 1/2 Meg Upgrade, Disk Bank, Mags Boxed As New. Sell for £300 or swap for Megadrive and 10 games or Famicom and 6 Games. Ring 0377 46878 (Yorkshire). Anytime. SEE YA!

SUPER FAMICOM GAMES to sell for £25 or swap. Pilotwings, 3D Golf, Mario, Final F ight. Telephone 0376 20511, ask for Greg.

MEGADRIVE GAMES, Tiger Heli (Jap) £16, Truxton (UK) £17, Afterburner 2 (Jap) £18, Magical Hat (Jap) £18, John Maddens (UK) £20, Shinobi (Jap) £22. Gameboy Games: Golf £12, Chessmaster £15. Phone Steve on 0945 880660 after 5pm.

SUPER FAMICOM (PAL) For Sale, with Mario World and Actraiser. Excellent Condition. Genuine Sale, only £250. Phone Andrew 081 653 5315.

PAL MEGADRIVE takes all Carts. Includes 14 Games: Toe Jam, Runark, Joe Montana 2 plus more. Includes all Leads, boxed. Excellent Condition, sell for £450 ONO or Part Exchange for Handheld. Phone (0661) 24434 ask for David.

AMSTRAD 464 CPC Cassette plus over 90 Games. Good Condition. Colour Monitor, Joystick £125. Ring Jon 0372 468990.



MEGA

FOR SALE

GAMEBOY + Bugs Bunny, Tetris, Headphones, 2P Player Lead. Great Condition £50. Ring Jon 0372 468990 after 5pm .

U.K SEGA MEGADRIVE plus Joypad and Arcade Joystick also 10 Top Games and Warranty. All boxed and in Excellent Condition, 5 Months Old. Worth £600 accept £360 ONO. Phone (0253) 305250.

NEW NINTENDO NES For Sale, includes 2 Joypads and 8 Games: Simpsons, Gremlins 2, WWF, SMB 1+3, Turtles, Rush 'n' Attack and Blades of Steel. Cost over £400, will sell for £290 OVNO. Call Craig on (0752) 407449 after 5pm.

PC ENGINE, 2 Joypads, 1 Joystick, 4 Player Adaptor + 11 Excellent Games including Powerdrift, Baseball, Mr. Heli, P-47. Excellent Condition. Still Boxed. Worth over £550, sell for £250. Any offers considered. Call Richard on 0246 209802.

MEGADRIVE with 12 good games, inc. Sonic, John Maddens, Strider, Hellfire, Super Monaco, Jap adaptor, extra joypad £300 ono. May consider swap for Super Famicom. Tel. Birmingham 784-8361, ask for Darren.

SPACE CRUSADE, Fighting Fantasy game, with extension pack plus loads of extra figures for only £35. Tel. (0430) 860248, ask for Dan.

NES games for sale. Megaman, Ghostbusters 2 and SMB1. Also for Gameboy, Hpper Load Runner. Call John (0883) 715583 for prices.

GAMEBOY +3 games, Spiderman, Battleloads, Tetris, Boxed. £90-£95 ono or will swap for Gamegear +1 game. Call (0785) 44998, Stafford.

AMIGA DISKS – for sale. Space Ace and Nightbreed. Good condition with instructions. £14 each. Contact Caroline on 071-733 0569, after 7pm.

SPECTRUM 128K, light gun, instruction manual and over 20 titles and demos including, Chase HQ and Paperboy. Most boxed! Excellent condition worth £200+, sell for £120. Non-boxed games also for sale. Phone (0935) 78757, after 6pm, ask for Stephanie.

FOR SALE 61 CBM games. going cheap, includes Addicted to Fun, going for £20. Give Steven a call on 0492 514216.

AMIGA and ST games for sale. For list write to Christopher Stevenson, 15 Titterstone Road, West Heath, Birmingham, B31 3SX.

I WANT to sell Nintendo games, Kung Fu and Excitebike and Rescue each for £25. Rescue, mint condition. Tel. 081-551 7563, ask for Tausif.

GAMEBOY with 19 games, including Mario, Megaman, Castlevania, Robocop, F-1 Race, Turtles, etc. Also link cable, games light, magnifier, amplifier, light boy, mains adaptor, car adaptor, carry bag, carry case, headphones and cleaning kit £300. Tel. (0428) 723484.

SPECTRUM +2A and 48K+. Tape deck, light gun, 3 joysticks, interface. Zillions of games, books, ZX printer with 2 rolls of thermal paper, 4 PSU's worth £1,300+, all leads. Hurry and I'll throw in a b&w telly! Phone. (0787) 277319, only £300.

SECONDHAND Megadrive games, bought and exchanged. Games in stock include: Outrun, Flickly, Sonic, etc. Ring Adam on (0480) 63648 or write to A. Hall, 3 Fairfields Crescent, St. Ives, Cambs. PE17 4QH.

ATARI 65XE with 7 cartridges and 21 tapes. Includes cassette player, in good condition. Ring Bradley, after 5pm £100 ono. tel. 081-500 5823 (Chadwell, Essex).

GAMEBOY boxed with all things plus WWF, Mario Land Bill and Ted worth £140, will sell for £95 ono. Tel. 081-888 2670.

GAMEGEAR games for sale. All boxed, instructions, etc. GG, Shinobi, Donald Duck £18 each. Tel. 021-454-8749, ask for Tom.

SUPER FAMICOM + 5 games. F-Zero, Ghouls 'n' Ghosts, Area 88, Goeman and Super R-Type. (In bloody fantastic condition). Only a few weeks old (honest). Fully boxed + 2 joypads and PSU. Only £300. Phone Anwar on 081-991 1443, after 4pm.

HALF PRICE Nintendo games, boxed as new with manuals, wide selection available £15 to £25. Phone Simon (0734) 503104, anytime.

FOR NES: Lifeforce £10, Track and Field Two £17. Tel. (0532) 626180, Edward. Wanted for Gameboy F1 Race.

MEGADRIVE for sale. £125 plus Sonic, PGA, Fantasia, still boxed plus guarantee. Can't afford to buy games. Tel. 071-226 3616, ask for David.

COMMODORE 64, 200 games and 2 joysticks worth £350, sell for £200 ono, or swap for Amiga A500. Call 081-361 3733.

ABSOLUTE BARGAIN, Famicom Scart Machine, official Scart not cheap converted versions, plus 9 games, Ghouls 'n' Ghosts, R-Type, Mario IV, Final Fight, F-Zero, Pilot Wings, Castlevania IV, Gradius III, UN Squadron, all for £400, no offers. Phone Sam after 7pm on 081-954 2571.

NINTENDO with Zapper Gun, Turtles, Gremlins 2, Duckhunt, Mario Bros 1, under warranty, colour television for £225. Tel. Omar, 0377-45378.

PC ENGINE (Scart) with joypad adaptor and 4 good games. Excellent condition, sell for £100. Tel. Peter, 071-226 6275, after 6pm.

AMIGA A500 with monulator joystick, manuals, mouse + softwares. Boxed, hardy used, excellent condition £350. Tel. Peter 071-226 6275, after 6pm,.

GAMEBOY for sale, with 4 games including, Tetris, Mario Land, Double Dragon and Spiderman. Everything boxed as new, excellent condition, worth £130, sell for £90. Tel. (0823) 282089 (Taunton), after 4pm, six months old.

GAMEBOY with Mario Land, Tetris, Revenge of the Gator, Robocop, headphones, game light, two player lead £105. Phone (0733) 63877.

UK MEGADRIVE joypad, joystick, plus Sonic, Strider and Altered Beast games, only 3 months old, just £130. Tel. (0734) 842262, evenings.

ATARI LYNX II unwanted Xmas present with 6 games, including Rampage, Blue Lightning, Turbo Sub, APB, Rygar, Ninja, Gaiden plus mains adaptor and carry case, all boxed worth £285, will sell for £185. Tel. (0428) 723484, after 4.30pm.

FOR SALE Lynx 2 with 4 games, inc. Ninja, Gaiden and Zarlor only £110 ono. Bargin must sell, please, boxed. Tel. Stapleford 223163.

MEGADRIVE games, Strider £20, John Maddens £20 and Altered Beast £10 or will swap for any good games. Tel. (0608) 61617.

NINTENDO Super Famicom (Scart), 7 games, Super, Ghouls 'n' Ghosts, Super Tennis, Final Fight, Gradius 3, Super Deformer, Actraiser, Pilot Wings £360 or swap for (Scart) Neo Geo with game. Phone Redditch (0527) 584202, Mon-Fri, 6-7.30pm only.

SUPER FAMICOM (Scart), guaranteed with Super R-Type and Mario 4, £170 ono. Phone Simon (0707) 327794.

PC ENGINE (PAL) and CD-ROM Unit, 24 top games, 5 pads, adaptor worth £1100, all boxed, immaculate £550 ono, will split, CD-ROM £195 ono, PC Engine, 1 pad and PSU £75. Games £10-£15, 5 turbo pads, £10 each, normal pads £10 each. Must sell everything. Tel. (0623) 759800.

MINT CONDITION GX4000 with 5 games including Pang and Klax, worth over £200. Total bargain at £75. Tel. (0749) 870665.

MEGADRIVE games Japanese Golden Axe, Japanese Mickey Mouse, English Columbus, English Altered Beast, £15 each or ono. Phone 081-868 8438.

QUICKSHOT on Megadrive for sale for £25 or swap for EA Basketball or Road Rash. Phone George on 071-241 6423 (London).

SEXY Black English Model (Megadrive) for sale. Jap converter, included + 5 games: Spiderman, Batman, Mickey Mouse, Altered Beast + any game or your choice (new or old) – (£35 or under) cost £360, sell for £260. Tel. (0422) 349381, after 6pm.

SEGA MEGADRIVE (Jap, Pal), joypad, 7 games, John Maddens, John Maddens '92, Robocop, Eswat, Sonic, PGA and Bare Knuckle, complete with all leads worth £360, sell for £250. Phone Mick (041) 637 3174, after 4.30pm. for Gamegear. 0284 761442.

SPECTRUM 1298K +2 140 games, 2 joysticks, light gun, music machine, cost £400, will sell £175 ono Tel. (0742) 304882, after 6pm.

SEGA Master System, joypads, Light Phaser, Super Hang On, Safari Hunt Ninja, Wonderboy III, mint condition, £80. Tel. (0225) 754764.

NES games for sale or swap, Captain Skyhawk £25, Simons Quest £23 and SMB1 £20, any offers. Please phone (0403) 69562.

MASTER SYSTEM PLUS £30, also 14 games including: Monaco GP, World Soccer, Afterburner, Italia 90, Leaderboard, Slapshot, Chase HQ and Double Dragon, only £140 or both for £155 cost over £400. Write to: Mr. McCullough, 105 Kinarvie Road, Glasgow, G53 7EA,. Bargain!!!

SEGA MASTER + Light Phaser + Turbo Rapid Fire joypad. Built in games Hang On and Safari Hunt, all fully boxed + Rapid Fire Unit, 5 games including Afterburner, Rambo III and Dead Angle, all boxed. £100. Phone (0582) 424542, after 6pm.

OFFICIAL Megadrive joypad arcade stick, Mickey, Strider, W of War, Shinobi, St of Rage, Monaco, Ghouls 'n' Ghosts, all for £335 ono. Call Razz 091-284 1912 (Newcastle).

NINTENDO Robot (still in box) and Gyromite, zapper gun with Duck Hunt plus 10 top games, including Duck Tales, Turbo Racing and World Wrestling, worth £460, sell for £290 ono, open for other deals. Call Aaron (0628) 30755.

PC ENGINE GT, mains and car adaptors, cary bag, 6 games, including Splatterhouse, as new £250 ono. Tel. (0562) 885219.

MEGADRIVE DUDES!Get Sonic, Eswat, Ghostbusters for only £60! Contact Tyrone Davies, 38 Heol y Parc, Cefneithin, Llanelli SA14 7DE. Partly on Dudes!

NINTENDO Gameboy s*!t MoT! with Tetris, Batman and batteries £100! Tyrone Davies, 38 Hoel y Parc, Cefneithin, Llanelli SA14 7DE. Outstanding! Peeps!!

SEGA Master System with 9 games, 2 control pads and light gun for sale £150, or swap for Megadrive. Cash adjustment. Phone (0378) 76177, ask for Danny.

C64/128 (£200), disk drive (£50), printer (£50), 100s of games (£100). Large 128 mega bit memory, but plays C64 games, hardly used, games inc. Chase HQ, Football Manager I and II, plus disk games. Phone Paul in Handbury, Worcs (0527) 821806.

ATARI LYNX games £20, PC games £8-£20, videos, such as Naked Gun 2 1/2, Terminator 1+2, etc, copies of Mean Machines, C+VG, Complete Guide to Consoles 2-4, issues of Zit, Smut & Viz. Interested? then phone Neil on (0792) 89709.

ENGLISH Megadrive! joypad, arcade power stick. Japanese convertor, 11 games: JM Football, Sonic, Gynoug, Bare Knuckle, Budokan, Eswat, Strider, Altered Beast, Mickey Mouse, Ghouls 'n' Ghosts and Sword of Vermillion, all for only £350 ono. Tel. 071-231 3909.

PC ENGINE games from £8, including Ordyne, P-47, Side Arms, Galaga '88, Chase HQ, Legendary Axe. Tel. Ben on (0422) 310383. May swap!

LYNX GAME Gates of Zendacon, swap for Ninja Gaiden, Stun Runner, Pacland, ECT or sell for £20. Phone Simon 091-251 5218.

190 GAMES in 1 cartridge for NES, it's just £200, just over a £1 a game. Also 4 in 1 cartridge for Gameboy and Megadrive. All cartridges in excellent condition. Please call 071-704 0704, after 4pm for more information.

NINTENDO for sale, still boxed, very good condition. Four top games including Teenage Mutant Hero Turtles, Super Mario Bros II £150. Ring (0480) 301790, ask for Ben, evenings. (St. Ives, Cambs).

MART



12 TOP SEGA games £15 each and 8 great Gameboy games £10 each or swap all for a Famicom. Tel. 081-205 0236.
AMIGA 500, 1mb, mono printer, dust covers, over £300 of games, many demos, magazines cost over £800, sell for £350. Tel. 021-707 3971.
SEGA GAMEGEAR games, Mickey Mouse, Skweek, Magical Guy and Shinobi, sell for £15. Call Daniel on 071-267 1567 (London).
SEGA GAMES Fantasy Zone £7, R-Type £7. Power base convertor £15 the lot £36. Tel. Andrew (0602) 500546. (Sega mags available).
PC ENGINE card and CD ROM game for sale, including Final Lap Twin £20, Victory Run £15. Phone Andrew (0602) 500546.
NINTENDO with Super Mario game £60. Phone Richard 081-360 1129.
MEGADRIVE for sale with 3 games, Sonic, Streets of Rage and Strider. Plays Jap/American and English games, mint condition £130 ono. Call James on (02406) 5231 (Bucks).
GAMEGEAR, one month old with Wonderboy and Woodypop all boxed £80 ono or will swap for your unwanted Megadrive games. Especailly wanted Sonic, Streets of Rage, Mickey Mouse, make me an offer. Phone Dean on (Sheffield) (0742) 484987, weekends only.
SUPER FAMICOM, 2 pads, Scart, PSU, plug, 11 month guarantee, boxed, brand new. £199. Free delivery. Contact Mark on (0778) 344094.
MEGADRIVE games for sale, Last Battle £8, Budokan £12, Super Hang On £10, Alex Kid £12, all for £40. Tel. (0239) 811484.
GAMEBOY, phones, video link, rechargeable battery pack, instructions, Marioland, R-Type, Nemesis, F1 Race. game box + game £45, game £10, 5 games £45, the lot £110 ono. Phone Tom (0494) 674636 in school holidays. Also included: Chase HQ, TMHT, Tetris, Mickey Mouse, Gator, bargain offers!
GAMEBOY good condition, includes Spiderman, Super Mario Land, WWF, Superstars, F1 Race, headphones, 4-player adaptor, 2 player link. If interested phone 081-597 9551, ask for Paul. Phone quick, selling for good bargain, instructions included.
MEGADRIVE Sonic, Gameboy Golf, Duck Tales, Bubble Bobble, Solar Striker. Will consider all offers. Phone Nick (0635) 298477 on Sunday afternoons.
NES GAMES for sale £15 each. The games are Soccer, Punch Out, Tennis Tiger, Heli. Phone Edward on (0895) 633475.
SUPER FAMICOM Scart, boxed, in mint condition, sell for £140 or £160 with Super Mario. Phone David (0509) 215297, after 5pm.
SPECTRUM 128K +2, joystick and light gun, over 80 games, inc. Rainbow Islands and G'n'G. Mint condition £130. Phone Mark on 081-551 0495.
MEGADRIVE JPN plus 2 pads, Alien Storm, Mercs, Altered Beast, Whip Rash, worth £250 your £160. Ring 081-776 1682 (Croydon).
MEGADRIVE. Boxed and in mint condition. Includes one Arcade powerstick, one joy pad, Golden Axe, Flying Shark and Mercs. £150. Tel. (0753) 888955.
SPECTRUM +2 for sale + joystick, 100+ games. Contact Mike on (0307) 68644. All for an amazing £65 ono.
SEGA MEGADRIVE, 2 joy pads Pal, 6 games, inc. Sonic, Mickey Mouce, Ice Hockey, as new £200. Phone Daniel (0527) 79028, evenings.
BARGAIN Gameboy, boxed with game light, Tetris + link cable £40. Additional games: WWF, B. Bobble £15, Chess Master, D. Dragon, Super Mario, Dr. Mario £13. All games boxed with full instructions, carry case (£20 new) £12. Ring 071-722 9132, after 8pm and ask for Thomas.
MEGADRIVE for sale with 5 excellent games and 2 control pads. Want it, give me £220 and it's yours!. Call (0707) 58787. Also wanted Pal Super Famicom with about 7 games in exchange for an Amiga with loads of boxed games . Call (0707) 58787.
MEGADRIVE (PAL) + 7 games which include: Toe Jam and Earl, Arnold Palmer Golf and Joe Montana Football, also with extra joypad, will run all software worth over £400, will sell for £300 ono. Phone (0732) 851788.

WANTED

MEGADRIVE GAMES (Strider, Buster Douglas Boxing, or Quackshot). Will pay £15 to £25 each. Ring Matthew 081 578 7186 4/6pm.
GAMEBOY GAMES WANTED especially CaesersPalace, Castlevania 2, WWF, although other games aswell, willing to pay £10. Tel: (0484) 663580.
SEGA MASTER SYSTEM, 3-D Glasses or The Game 'Afterburner'. If interested please ring (0384) 234880 and ask for Dean. NOW!
SEGA MEGADRIVE GAMES including EA Hockey, Streets of Rage and Sonic for any decent games. Call Ala after 4pm (0753) 860224.
WANTED for Gameboy: King of the Zoo, Tennis and Caesers Palace. Also Famicom (Scart) for sale. Additional Famicom Games for sale or swap. Also cheap Gamegear and Games Wanted. Tel: (0532) 626180 after 6pm and ask for Edward.
ATTENTION all Megadrive and Famicom owners. All Games Wanted or Exchanged. Phone 0753 866209 and ask for Janlin.
WANTED any 2nd hand (NES) Games. Phone Jen 0342 327221 or Angie 0342 315992 Anytime.
WANTED AMIGA A500 with Games, must be in Good Condition, will pay up to £200+. Phone Pip 0602 299435.
WANTED WANTED, Desperately Seeking Neo Geo Games, titles which are 2nd hand/used. Needed urgently for Personal Consumption. All prices are negotiable. Any titles considered. If you want to sell/get rid of old titles ring Steve 081 904 0088. Supreme Responses.
OI!!! I want a Gameboy, Gamegear or NES for £50 or less. Phone 081 672 8993 ask for Kingsley.
WANTED Following Animation Films:- Dominion, Gun Buster, Dang 10, Madox, Project A-Ko, The Humanoid, Gun Dam, Fireball X-LS, Laputa, will pay up to £10 each. Contact Snardy. Tel: 081 521 6715 after 7pm.
NES Four Score Wanted, will pay under £20, also NES Games £15 to £20, G2, DD2 etc. Ring (0761) 453218.
GAMEBOY GAMEGEAR Games, pay up to £15. Send list to: Gemma Roberts, 19 Corbett Road, Carterton, Oxford or phone 0993 842895.
SEGA MEGADRIVE with as many games as possible, or just Megadrive games, can collect in London area. Tel: 081 521 0894.
WANTED BBC Model B Games, Cassette or Disc, Joystick, Disc Drive, Colour Monitor, Printer. Phone Tom on (0227) 454131.
MEGADRIVE GAMES! Will swap my Streets of Rage, Lakers vs Celtics, Gynoug and Dynamite Duke for Good Games like Road rash, Devil Crash or John Maddens Football or sell them for £25. Ask for Philip on 071 703 5950.
MEAN MACHINES Magazines wanted Issues 1-12, in Good Condition, will collect - London Area. Please Phone 081 807 1912.
NEO GEO GAMES Wanted. Will pay £45 (eg. Nam) £60 (eg. Burning Fight). Cash Waiting. Tel: Ben on Halifax: (0422) 310383.
WANTED by desperate 8-year-old boy Sega 3-D glasses and games. Phone (0491) 578984 after 3.30pm, all calls welcomed.
MEGADRIVE games wanted! or exchange for my Amiga games, will pay around £10-£15. Tel. (0602) 584391 between 6pm-9pm.
WANTED Megadrive games. Can pay upto £20. Also willing to swap. Contact Saj after 6pm. Tel. 081-803 2988 for details.
SUPER FAMICOM games , will pay good price. Some swaps, ring (0952) 811958 now!. Ask for Peter, 5pm-9pm, unless weekend.

SWAPS

I'LL SWAP my Thunderforce 2, Dick Tracy, Ghouls 'n' Ghosts, Budokhan, Whiprush, for any good games, preferably, Monaco GP, Road Rash, EA Ice Hockey, Robocop, Quackshot, John Madden 2. Phone 051 546 2414.
MEGADRIVE Swap Sonic for Spiderman, James Pond or others. London Area - phone after 5.30pm on 0992 21888.
I WILL SWAP my Master System Games for yours, I have 8 of them. All games considered. Phone 041 887 5444.
WILL SWAP my D.Duck for J.Montana 2. Lakers Vs Celtics for R.Thunder 2. D.Tracy for P.G.A. and Kings Bounty for R.Rash or Spiderman also games for sale: Arnold Palmers Golf £20, W.C.Italia £20. All on Megadrive. Phone Colin on 051 264 0867.





MEGA

SWAP my Columns for Sega Gamegear for any of your games. Ring 0532 672050 - Mon to Fri after 4pm.
SWAP GAMEBOY Game: Super Marioland for any Gameboy Game except Tetris. 0533 734921.
MEGADRIVE. My Wrestlewar, Tatsujin, Forgotten Worlds, Mystic Defender, Moonwalker, Atomic Robokid, Eswat, Tiger Heli, Battle Squadron, Space Invader '90 - swap for any decent Megadrive game or World Soccer (8-bit), G.G.Shinobi (Handheld), J.Maddens, S.O.Rage, P.G.A. Golf, Hellfire especially wanted. Tel: 0253 43561.
MEGADRIVE GAMES for swap: Strider, Mickey Mouse, APS Golf, DJ Boy, Twinhawk, Cyberball, Arrow, Flash, World Cup Soccer. Phone 0925 754555.
MEGADRIVE CARTS. I have PGA Golf, Gynoug, Hellfire, Arnold Palmers Gain Ground, Bare Knuckle for good games. Lee 0484 607207.
MASTER SYSTEM, Joypads, Gun, handle, Controller, 3 Games for NES with Four Score and Games including SMB3. Ring 081 948 0283.
MEGADRIVE GAMES. Are you willing to swap Jmaz or pitfighter for Altered beast - all offers considered. Phone 0455 613716.
I HAVE DARIUS, Sonic, Ghostbusters, Hellfire, Thunderforce 3 and Dynamite Duke. I want Rainbow Islands, Zero Wing, Mercs, Devil Crash, Road Rash, Gaires, Blockout and also Gameboy plus anything good. Will P/E for PC Engine GT. Mark 0773 715875.
DOES ANYONE WANT to Swap EA Hockey for Streets of rage. Phone after 4pm on weekdays on (0672) 62066.
SWAP MEGADRIVE games: Moonwalker, Zero Wing, Sword of vermillion, Truxton, Gairies for any decent games. Phone eddie 0533 767319 after 6pm.
SWAP WWF, superstar of wrestling for any other decent gamebot game. Contact Neil on (0986) 893435 after 4.30pm. Get Dialling!
ROAD RASH, Rambo 3, Super Hang On and golden Axe (Megadrive) for swap. Contact Andy on 0272 716973 after 6pm please.
MAN IN THE STREET Console Game - Exchange. Did somebody give you one for Christ mas? (oo-er). Are you fed up playing with it ? (oo-er). Megadrive only - we swap, sell or buy. Phone for latest list on (0787) 77072 or 74252. Evenings.
MES with 7 games, eg SMB3, Blades of Steel and Super Off Road, over 11 months, gaurantee, superb condition, all still boxed. Sell for £200 or swap for Megadrive and 3-4 good games. Tel. (0443) 681123.

AMIGA STUFF to swap for Megadrive games. Stuff, includes Switchblade, Beast, Badtman, discs/box Amiga power, issues 1-7, worth around £70 altogether. Swap for 3 Megadrive games, eg Sonic, Mickey Mouse, will split. Tel. (0271) 71351 evenings, ask for Chris.
PAL MEGADRIVES , 2 joypads plus master system converter, Japanese converter and 7 top titles including, EA Hockey, Streets of Rage, Mercs, Quackshot and Sonic. Swap for Scart Famicom plus 2 games. Call Liam on 051-733 5553, will deliver.
NINTENDO swap SMB2, Kung-Fu, Skate or Die and Trojan. Call Tim on (0634) 376388, after 4pm. Swap together or separate.
GAMEBOY with 9 gamepacks, including game light, carry case, Chase HQ, Turtles, Tetris, leads, earplugs, instructions and batteries. To swap with Megadrive (Pal) witth 1 or 2 games or swap for Gamegear and few games, or sell for £150. Contact Kevin, Cardiff (0222) 733784.
WANTED desperately Quack Shot for my Ghostbusters or Cyber Ball and Altered Beast together. Tel. (0705) 598984, Martin Dawson.
I WILL SWAP my Donkey Kong Classics or your Ghosts and Goblins. Phone Martin on 021-772 3461, wanted urgently, Birmingham only.
SWAP Sonic or Road Rash for Bare Knuckle, Mercs or Devil Crash. Also swap Ghouls'n' Ghosts, Rambo 3, Forgotten Worlds, Super Shinobi for good games. Also swap Gameboy Megaman and Allstar Challenge for WWF, etc. Phone Dan (0270) 6245654.
I **WILL SWAP** my Sega Master System with 3 games for an NES with 1 game. Phone Dorking (0306) 889607, quick!
MEGADRIVE GAMES for swap all brand new, Road Rash, Star Flight, F22 Interceptor, The Immortal, Sonic. Will swap for almost any games especially Spiderman. Ian Oatley, 28 Upton Road, Atherton, Manchester M29 9LN. (0942) 882565.
NES OWNERS, I will swap my NES Advantage for Tetris or other NES games. Ring (0946) 691881, and ask for Kenneth.
SWAP LYNX (boxed), California games, Gates of Zendocon and batteries for (Pal) PC Engine with 1 game or Gamegear with 1 game or sell Lynx and games for £90. Phone Alex on (0592) 611119 (Fife).
SWAP MEGADRIVE, arcade powerstick, 7 games and carry case, also Master System for Amiga 500 with games. Phone (0732) 847789 (Kent).
SWAP my Master System plus with 6 games and a joystick for NES with 3 or more games. Phone 041-887 5444.

FANTASIA for EA Hockey, Super Monaco, Spiderman or Mickey Mouse. Phone (0268) 542149, Mon-Fri.
I'LL SWAP Sonic and Strider for Streets of Rage and Ghouls 'n' Ghosts or Pitfighter. Phone Avtar on 081-571 3041 (Southall).
SWAP Zero Wing, Street Smart (both Jap) for Gynoug, Hellfire or Revenge or Shinobi. Tel. (0420) 478031.
WILL SWAP my boxed Super Famicom for your Amiga or sell for $175. Contact Pete on 081-564 9495.
FOR SWAP Megadrive, Maddens, M/Mouse, Monaco, Palmer Golf, Super L Baseball. Will swap all 5 games for EA Hockey+Celtic and Lakers. Phone Tony, 051-733 9625.
MEGADRIVE: Afterburner, Hellfire for swap. Would like Streets Rage, Outrun, Zero Wing. Consider anything. Tel. Tim Roe (0274) 883727, 6pm-9pm.
SWAP MEGADRIVE games for only £3, interested?. Phone STU (0476) 64439. Plenty of titles, between 4pm-8pm.
SWAP NINTENDO game, Super Mario Bros and Duck Hunt on 1 cartridge, just for Super Mario Bros. Phone (0722) 780129.
SWAP NINTENDO game, I have TMHT, will swap for any decent game. Phone Gareth on (0722) 780129.
MEGADRIVE, I have Hard Driving. I will swap for any other good games. Phone James 081-807 2788 . Will sell, reasonable price.
SWAP NES, 2 controllers, gun, mags, 6 games for an Amiga 500 with games. Call (0384) 295970, ask for Ross.
MEGADRIVE GAMES. I have Sonic, Quackshot, Fantasia, Streets of Rage and Magical Hat. I want Immortal, Ice Hockey, Golden Axe II, Mercs, Double Dragon II. Phone Mark (0532) 583705, between 5pm-9pm or weekends. (Leeds area).
SWAP MEGADRIVE games: James Pond, After Burner, Golden Axe, Shinobi, Super Thunder Blade and Super Real Basketball for Spiderman, Street Smart, Star Control, Hellfire, Streets of Rage, Flicky, Alien Storm or any decent game. Phone Alan (0332) 810759, UK games only!
SWAP GAMES Workshop Minutes 500+, Games Space, Marling, Space Hulk, Death Wing, Genestealer Adeptus, Titanicus, Most Rule. Books most models painted + lead, all this £100+ for Amiga 512K with or without games, joystick, upgrade above games worth £350. Darren Cowlam, 269 Winchester Road, Basingstoke, Hampshire RG22 6HW.
WILL SWAP Megadrive Pal UK (209), Streets of Rage, Sonic, Strider, Hellfire, Moonwalker, and other greats. Jap converter, power stick, pad, python joysticks for Super Famicom Pal , UK compatible , good condition, pads including top games. Call Ian (0252) 517080.

MEGADRIVE Wonder Boy, swap for any good game. Nintendo, Rygar, TMHT, swap for any good games. Tel. (04024) 43590.
MEGADRIVE GAMES to swap, my John Maddens for Strider, my Sonic for Revenge of Shinobi, or my Turrican for Supereal Basketball or Wonderboy in Monster Lair. Phone Paul on (06973) 45212, after 4pm. All carts must fit English Megadrive.
SWAP an electric guitar with a 20 watt amp guitar. Has a locking tremaco and top locking nuts amp. Has great metal sound, will swap for Megadrive with games or Amiga A500 with games. Phone Dave (0946) 62900. (Buyer collects).
MEGADRIVE JOYPAD, 4 great games inc. Sonic, Streets of Rage and Ghouls'n' Ghosts. Excellent condition, swap for Amiga 500 with or without games. Call Clwyd 344801, after 5pm. Only 2 months old, a bargain!
WILL SWAP my Megadrive with 4 games, including Bare Knuckle, Ice Hockey for your Famicom and 1 game. Phone 051-920 5366.
I WOULD LIKE to swap Soccer, Track and Field 2, Solar Jetman and Donky Kong Classics for WWF, Simpsons, Burai Fighter, Stealth ATF, Silent Service and Boulderdash. Phone Mark on Mold (0352) 757064.
SWAP BOTH Zoom! and Curse for Gynoug, Zero Wing, Strider, Alien Storm, EA Hockey, Devil Crash or £25. Tel. Neil 051-426 0138.
MEGADDRIVE SWAP US/UK Star Control and Japanese Zoom both for any 1 good Megadrive cart. Also Budokan. Phone Wayne (0978) 261770.
SEGA MEGADRIVE UK and games. Swap Vinta Windsurfer 370, Full rig and removeable stabilizer for beginner worth £350. Phone 081-968 4536.
GAMEGEAR and games, swap for surf ski and paddles £200. Surf ski is between a canoe and surfboard. Tel. 081-968 4526.
I WILL SWAP my (Jap) Wrestle War for Donald Duck, John Maddens, Spiderman or any good game or I will sell Wrestle War for £20. Phone Paul on 021-704 1166. (I will have English or Japanese games).

WILL ANYONE swap Princess Blobette for WWF Superstars, R-Type or any other good game. Phone (0762) 870341, and ask for Darren.
I WILL SWAP Duck Tales, Life Force , Rad Racer and Air Wolf for Low-g-Man, Kabuki, Kickle Cubical, Isolated Warrior or any other good game. Phone Simon on 051-632 1760.
GAMEBOY GAMES for swap. Golf and Spiderman for any 2 of: Turtles, Paridous, Operating and Bad 'n' Rad. Phone Mark on 081-994 5786.
I WILL SWAP Duck Tales, TMHT and Bionic Commando for Simpsons (Bart v. SM), Linx II and Gremlins II or others. Call. Adam on 031-332 2194.
SWAP MY Sega Master System with boxed games for a Gameboy with games. Phone for details after 6pm (0268) 557637.
MASTER SYSTEM I will swap for a Nintendo with 4 games and Zaper (also with) Master System inc. C. Rooting, Alex Kid, Hang On, California games, World Grand Prix, Enduro Racer.Tel. (0254) 662386.
MEGADRIVE swap my F-22 Thunderforce 3, Mercs, Spiderman, Altered Beast, Rambo 3, Superhon, Supereal, Basketball, Bonanza Bros for decent games. Phone (0292) 551215, ask for Ross.
I WILL SWAP my Batman or Gauntlet II for RC Pro-am, Snake Rattle and Roll or Boulderdash. Phone (0273) 512915, ask for Stuart.
I'LL SWAP my SMS Afterburner, Quickjoy, SG Jetfighter, joystick (boxed) and 2 videos (original): Topgun and Short Circuit 2 for Mickey Mouse and any decent SMS game (with instructions). Tel. (06504) 354 after 4pm weekdays (anytime weekends), for more details.
GAMEBOY GAMEGEAR will anyone swap their Gamegear with Mickey Mouse or GG Shinobi and at least 3 more games. For my perfect condition Gameboy with 7 great games, newly released if totally outraped don't bother if fascinated. Ring (0538) 384692.
EXCELLENT BARGAIN swap my Atari Lynx, no games, mint condition and Pal PC Engine, good condition with Batman for handheld PC Engine, must be still boxed with games. Write to: Steve Whiteway, 48 Dawlish Road, Reading Berks RG27 7SF.

MART 

MEGADRIVE swap: S. Rage, Mickey Mouse, Ast Battle, Ghouls 'n' Ghosts, Sonic, Fatal Rewind and Toe Jam & Earl for Hellfire, Strider, Street Smart, Mercs, Thunderforce II or III or Rainbow island. Call Ben on (0245) 259750.
SWAP World Wrestling for Mario II or Megman II or sell for £27, must be good condition. Phone (0272) 692041 after 6pm.
MASTER SYSTEM with 5 games for an Atari Lynx with 3+ games. Tel. (0636) 830446, ask for Jon, will sell.
MEGADRIVE and Gameboy games. Sonic, Budokan, Bare Knuckle, Golden Axe, for Megadrive, Double Dragon and Golf for Gameboy. Any good games considered, especially The Immortal, Robocop or Fantasy Star 3. Call Anton on (0798) 813733, Sussex, after 4pm on weekdays, anytime weekends.
SWAP MEGADRIVE with 5 games, Sonic, Monaco, SO Rage, etc. + Gameboy with 9 games, Megaman, Gremlins II, etc, mint condition for Amiga or Atari 1040-STE interested? Phone Anthony on 848 1997, between 4-7pm, Mon to Thurs. Must be in Glasgow area.
MEGADRIVE UK cartridge, Golden Axe for Raiden Trad, EA Ice Hockey or any good game. Phone Stuart (0675) 465409, evenings.
SWAP MY EPSON HX-20 portable computer with printer, case, etc. for Gamegear games and/or accessories. Phone (0934) 414411 after 7pm.
SWAP MBX Mag Freestyler vgc for 3 Megadrive games Jap/Lik or good condition Gameboy and cartridges, call Michael 061-945 1605.
SWAP BMX Chrome Burner g.c. for 2 NES games or Gameboy system, call Christopher 061-945 1605 after 5pm (South Manchester).
MEGADRIVE SWAPS: Toe Jam (UK) M/Mouse (Jap) for recent good 2 players. Tel. Adam (Letchworth, n/Herts) (0462) 678 158.
MEGADRIVE SWAPS Shinobi, Spiderman, Forgotten Worlds, wanted Gynoug, Immortal, Road Rash. Ring Michael on 051-25139, (Ireland) 6-9pm only.
WILL SWAP my Ghouls 'n' Ghosts, Final Blow, Burning Force, Fatman, FZ Axis (all Japanese) or Phantasy Star 2, Thunderforce 2, (UK) for your Populous, Vermillions, PGA Golf, Roadrash, Spiderman, Gynous or others. Contact Paul Baker, 57 Pilgrims Way, Spalding, Lincs PE11 1LJ.
GAMEBOY. Swap my Megaman for your Parodius. Other good games considered. Phone Nick 091-528 5576, you know it makes sense!
MEGA SWAP!! My Road Rash, for your F22 Interceptor, Shadow of the Beast, Sword of Vermillion, Lakers vs. Celtics, Toe Jam & Earl or Batman. M Wicks, 7th Signal Regiment, BFPO 15. Tel. 01049 522187 3209 (daytime only).
SWAPSIES I want Golden Axe or Budokan, I have James Pond I, AP Golf and Moonwalker, will sell £15-£20 each. Phone (0256) 64196.

PEN PALS

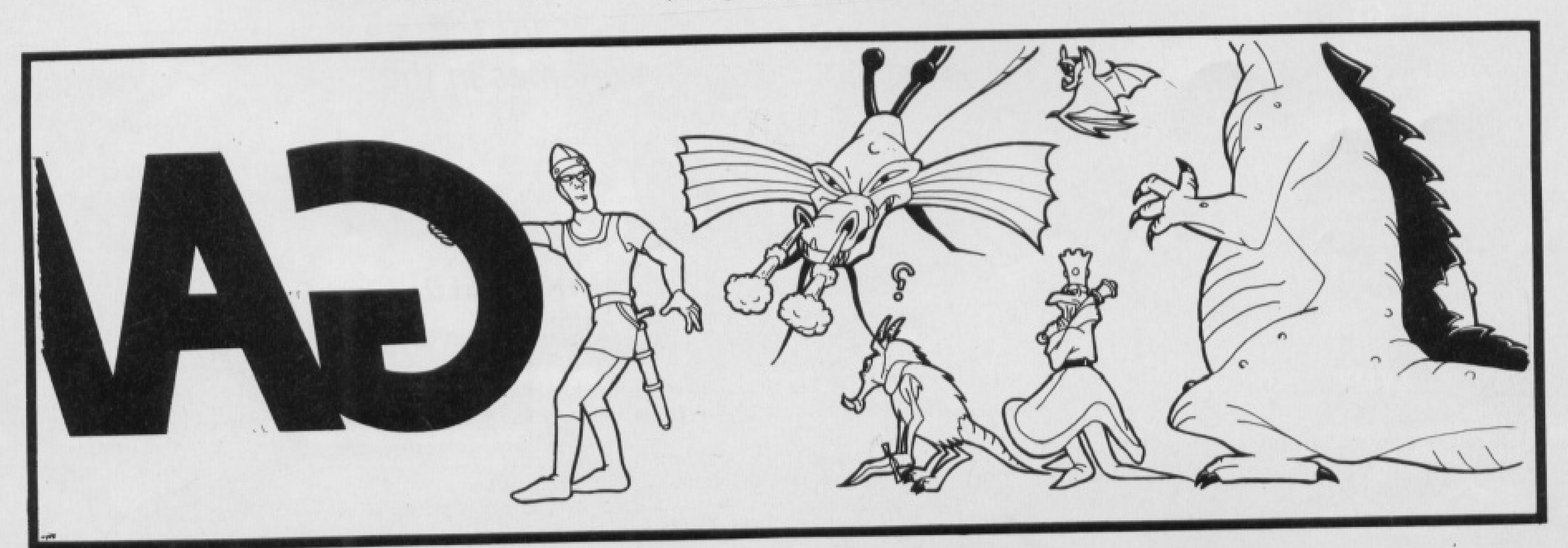
SEGA Master System Pen Pals wanted. Write to: Andrew Nicholls, 11 Vastern Road, Reading, Berks RG1 8DJ.
MALE MEGADRIVE owner, 21, looking for a female Pen Pal, 16+ to swap thoughts on life, the universe and Sonic the Hedgehog! Does the mythical female console owner really exist? Write to: Steve Grantham, 20 Essex Street, Reading, Berks RG2 0EH.
GAMEBOY cartridge hire! All Gameboy games just £1.90. games include Super Kick Off, Battletoads, Robocop 2, Choplifter 2, Prince of Persia, plus many more! For a very fast response, please send SAE for details to 89 Broomfield Avenue, Worthing, West Sussex BN14 7SD.
SEGA Master System Pen Pals wanted. Write to: Andrew Nicholls, 11 Vastern Road, Reading, Berks RG1 8DJ.
NINTENDO owner seeks Pen Pal. I'm 13, female and you are totally guaranteed a reply. If you're interested. Contact Louise at: 7 Emlyn Terrace, Brecon Road, Merthyr Tydfil, mid-Glamorgan, South Wales CF47 8NT. Please send photo if possible. Bye!
GAMEBOY carts for hire, very latest titles, jiust £2. send SAE to: C. Briggs, 106 Bromley Heath Road, Downend, Bristol BS16 6JN.

MISCELLANEOUS

GAMING MADNESS! How would you like to play 20 different games for the price of 1! (Megadrive, NES, Master System, Gameboy, Gamegear, Lynx). For details send SAE to: Gaming Madness, Lyngval, Towyn Way West, Towyn, Abergele, Clwyd, LL22 9LF.
DID ANYONE video the computer animations programme shown on Channel 4? Please contact Paul, 57 Pilgrims Way, Spalding, Lincs PE11 1LJ.
ATTENTION! All Nintendo owners. Sick of your Nintendo NES or Gameboy games? To find out how you might get the game of your choice for it, send SAE to: NSC, 24 St. Catherines Way, Houghton-on-the-Hill, Leicester LE7 9HE. Tel. (0533) 432108 (Ryan Porter).
NINTENDO Super Famicom games Exchange Club £5 per swap, 13 titles to choose from. Phone (0274) 572237, after 6pm, ask for Ricahrd.
MEGADRIVE and PC Engine Swap Club £3 per swap. Phone (0274) 572237 and ask for Richard, after 6pm. Plenty of titles.
SEGA, Nintendo and handheld Cheat magazines. All packed full with hints, tips, cheats, etc only 75p each. Send large SAE with money and order to: Cheat Mags (Machine), 42 Oakwood Drive, St. Albans, Herts AL4 0XD. Make cheques, etc. payable to: L. Bolding.
WANTED Megadrive, Master System, Gamegear, games. best prices paid. Also exchange compatible games for £4 inclusive. CONSOLE ACTION (0792) 584346.
DO YOU have a Gameboy, NES or Famicom? Need some cash? Send an SAE to: 21 Crooksbury Road, Runfold, Farnham, Surrey for details, or telephone (Runfold) 2095. I want instruction manuals, back copies of Mean Machines and so on. Hurry!
NEO-GEO Fanzine News Reviews of the ultimate games machine. Details from Chris Howard, 64 Middleton Avenue, Newcastle-upon-Tyne NE4 9NB.
MEGADRIVE carts bought and sold. or exchanged from £5. Super Famicom games also wanted. Call for details on (0246) 812177.
ANY GOOD Megadrive games wanted for cash. New games eg Robocop pay £20, older games eg Mickey Mouse pay £15, Famicom games also wanted new games eg Castlevanial pay £28.50, older games eg Pilot Wings pay £22 for information call (0246) 812177.
ALL SEGA GAMES bought and sold. For the best prices and a list of the latest stock, phone Lee (0923) 245817.
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NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...

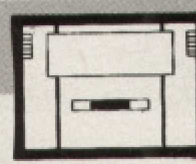
HOME ALONE



Those Wet Bandits are at it again, plundering the homes of innocent rich people everywhere. Having paid their debt to society following the last series of hilarious scrapes seen in the film Home Alone, Harry and Marv have recruited some new gang members and are once again attempting to get their hands on the McAllister riches - and on the throat of young Kevin McAllister, the cheeky young scamp who landed them in the jug last time! You take control of young Kev, who minces around his family's massive mansion grabbing the family jewels and depositing them in the safe. From what we've seen of the American version of Home Alone, this game is a sad shambles of an effort with forlorn, ungainly graphics and pitiful, booming soundtracks. The gameplay is tedious to the extreme with lumbering, cack-handed controls and inept, bungling collision detection. The baddies are the most arthritic baboon-like creatures yet witnessed in a video game, easily dispatched with a few squirts from your water pistol (?).

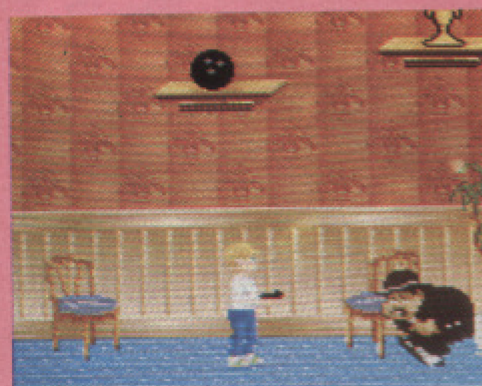






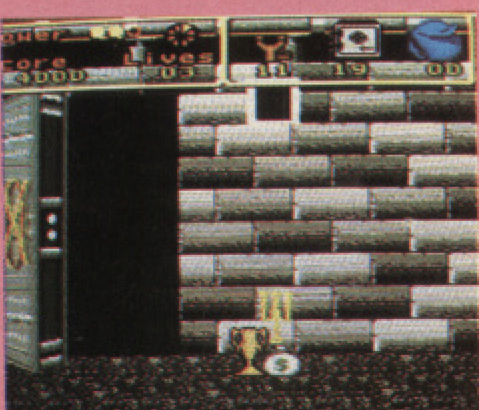




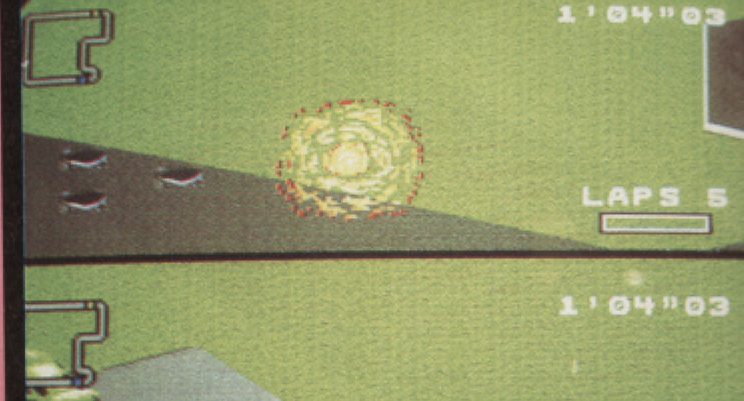


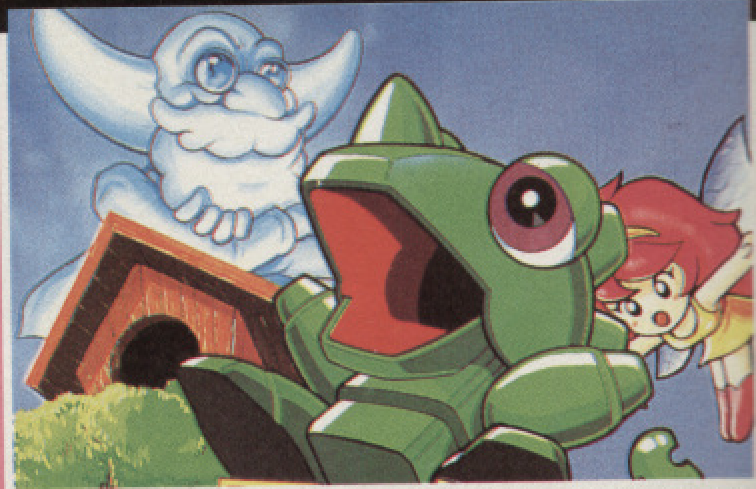








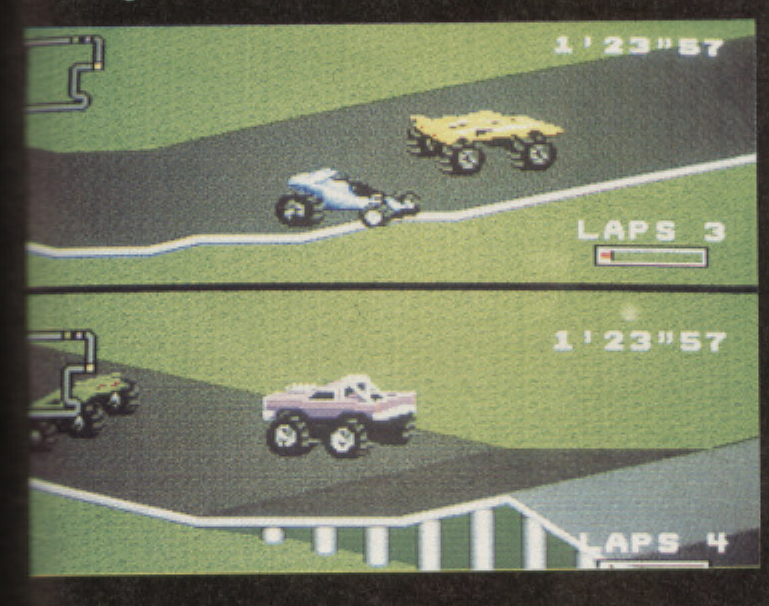




Some evil forest villain has kidnapped all your wildlife pals, so it looks like you'll have to get your best platform flippers on and rescue them in your own inimitable froggy style. Super Wagan Land is a horizontally scrolling platform game with a pseudo-3D perspective to make things a bit more interesting. To spice events up still further, your arch-woodland nemesis won't hand over any of your pals until you successfully participate in a shape-matching or mathematical game! If you'd like to brush up on shape recognition whilst playing platform games, Super Wagan Land is one cart you may have trouble containing yourself over.

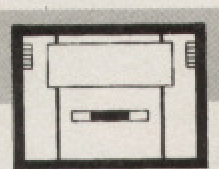
Radical Psycho Machine RACING

Just released in America is RPM Racing, a tweaked version of Racing Destruction Set, an old Electronic Arts C64 title! It's a one or two-player split screen racing game in which you drive your own Radical Psycho Machine (the RPM of the title). Many of the game's parameters can be set (including the strength of gravity) and you can customize cars and design and save your own tracks! It's a fun game, and we'll be taking a close look at it very shortly.



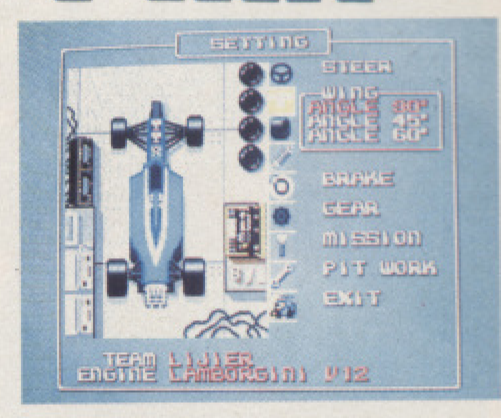
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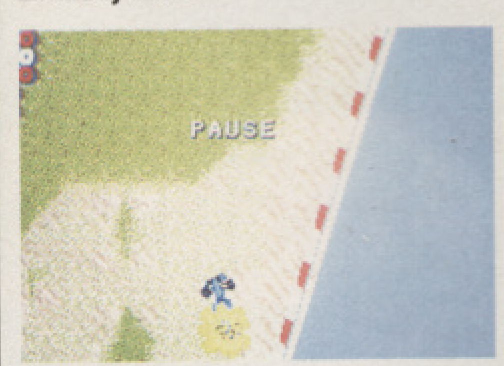


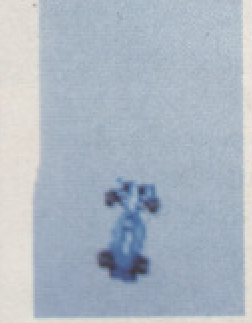
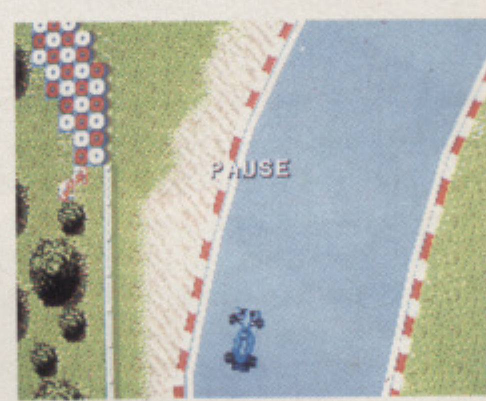


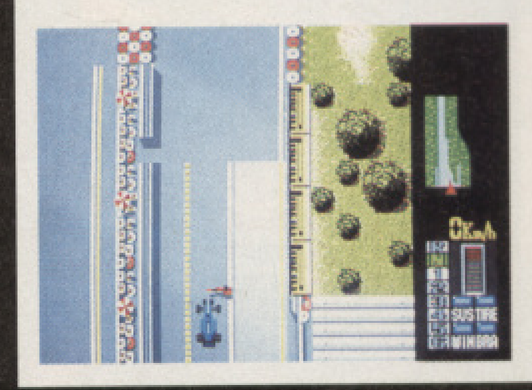

F1 中嶋 悟 監修 GRAND PRIX

A tweaked version of the fun-packed Checkered Flag coin-op, this overhead view racer throws you in at the deep end - as a newcomer hoping to make your way up to the top of the world circuit. Whether you can do this not only depends on your racing skills but also on your design ability too. You have complete control over the make-up of your car, including the power of the brakes, the responsiveness of the steering and even the angle of the aerilons! It's a tough game, but has enormous lasting appeal thanks to the vast number of tracks, comprehensive options and high difficulty level.

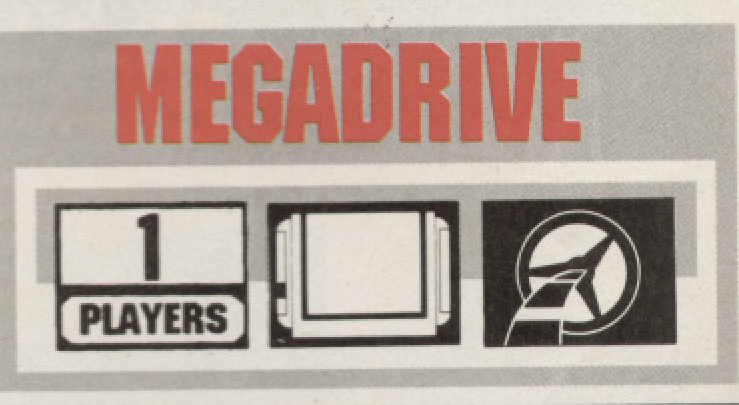




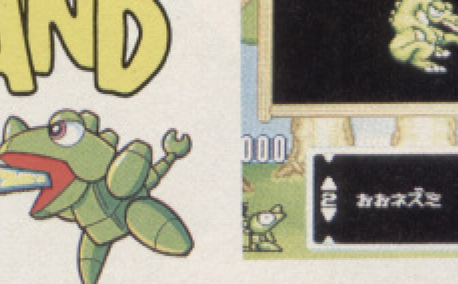





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SUPER WAGAN LAND

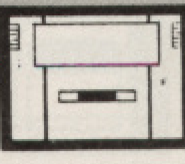
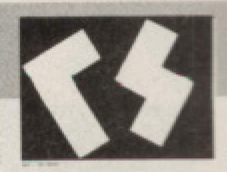



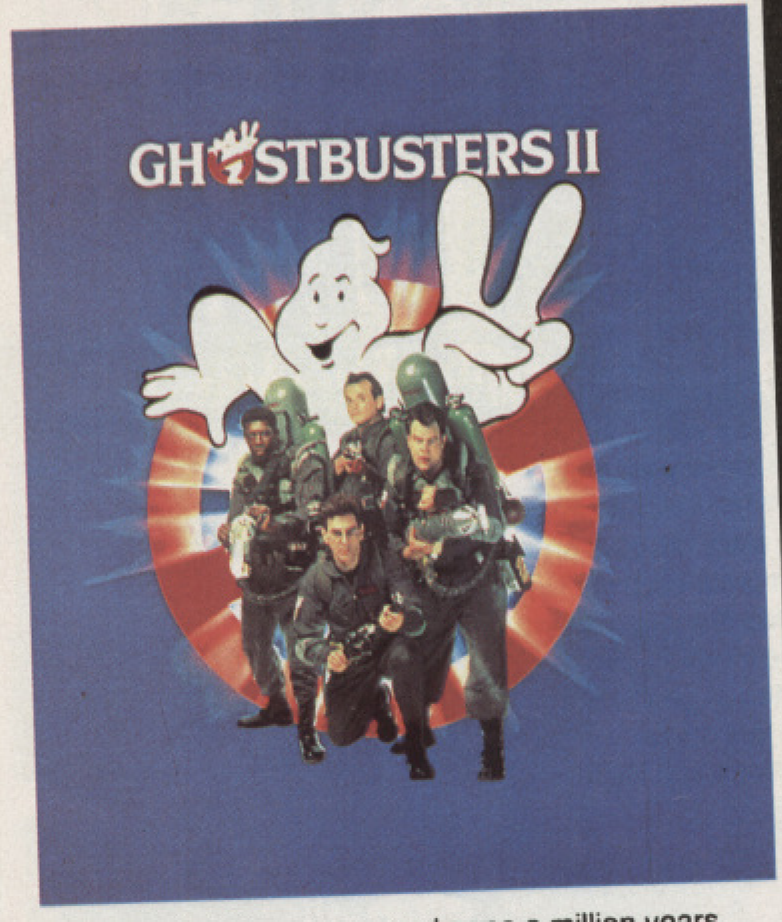




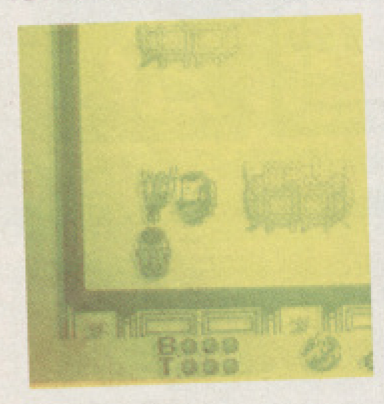
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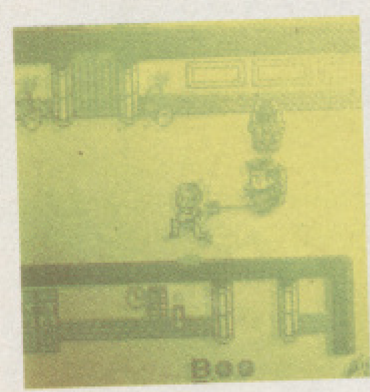



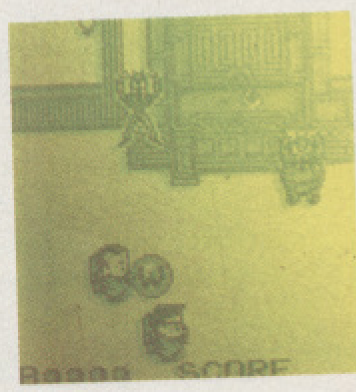


The film might have been and gone a million years ago, but the spirit of comedy adventure lives on in a soon-to-be-released Gameboy maze-cum-shoot 'em up title. This casts you as the two Ghostbusters of your choice on a mission to save the world from a huge influx of spooks. One of the team shoots the ghosts, and the other traps them in their magic trouser turn-ups. Bust your quota of ghosts and bit by bit, the city is made a safer place to live in. Then it's on to the final showdown with Gorza the God and Mr Stay Puft the marshmallow man in a climatic finale. Ghostbusters looks pretty good - watch out for a review in a future issue of this very mag.



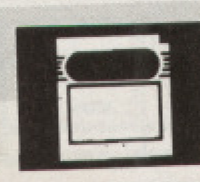


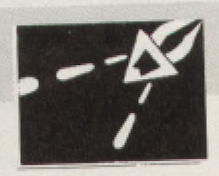




GAME BOY







DOUBLE DRAGON II

双截龍

The Revenge

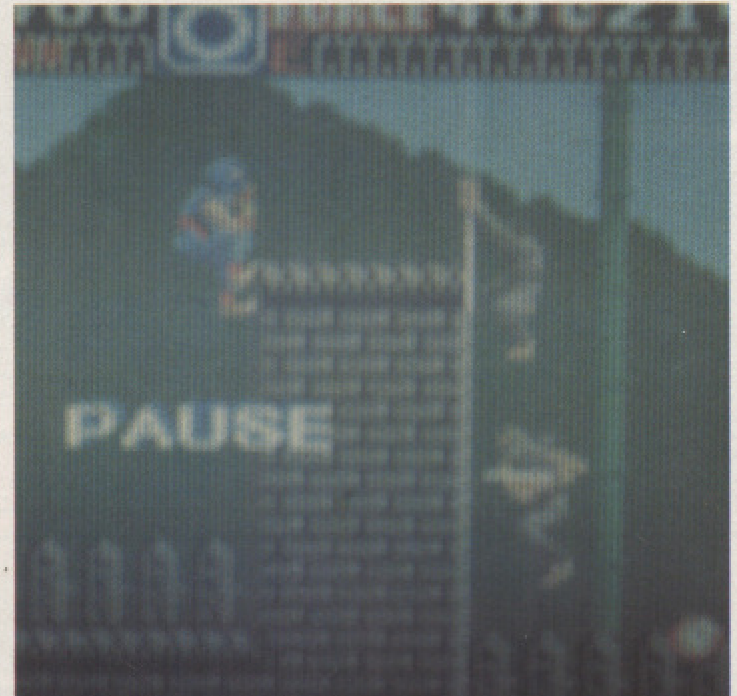
Join Billy and Jimmy on a kung-fu quest for justice in Double Dragon II, the Megadrive conversion of the pensionable arcade machine. Mr Big, top class crim type has shot Billy and Jimmy's girlfriend dead for a laugh. The only problem is that the Dragon brothers can't take a joke, and are out for revenge. Although it's a popular arcade game, we couldn't help but be disappointed with the import copy currently doing the rounds. It's quite fun, but the graphics are poor and it lacks the thrills 'n' spills of Streets of Rage. Look out for a review in a forthcoming issue.

MEGADRIVE

1-2 PLAYERS



NINJA GAIDEN

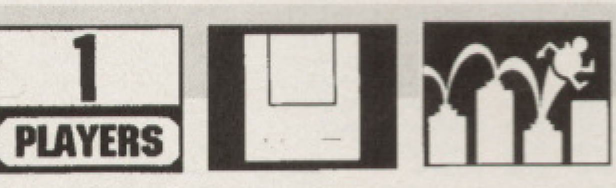


Ninja Gaiden has enjoyed some acclaim and popularity on the NES under its new title of Shadow Warrior. Now you can enjoy the many thrills of this superb Ninja game wherever you go, because it's leapt over in a shadowy concealed sort of way to Sega's pocket wonder, the Game Gear. You are Ryu, a man on a mission which involves travelling the world demolishing the crime empire of the evil overlord responsible for your father's death. Ninja Gaiden looks like a bundle of fun and is certainly one for GG owners to grab.



GAME BOY

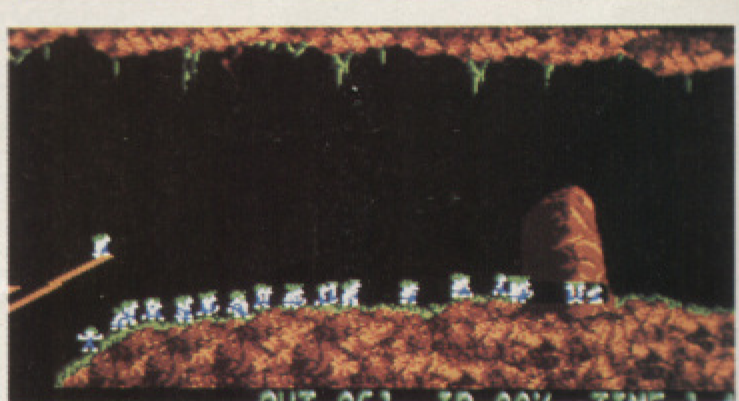




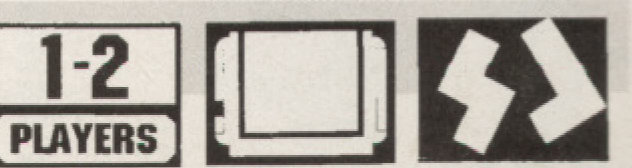




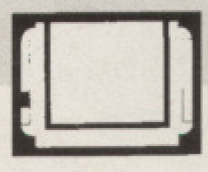
An import copy of Super NES Lemmings has just arrived in the office, and we're very impressed. It's basically identical to the Amiga version and provides much addictive fun and frolics as you guide your army of Lemmings safely around the platform scenery and save them from a horrible agonising death. "But", we hear you cry, "you previewed that last month". Yes indeed! The reason why we're dredging those creatures up again is because we've got pics of the Megadrive version. As you can see from the pictures, it's almost identical to the Super NES version - if the gameplay is also the same, which there's no reason for it not to be, it'll be a cracker!



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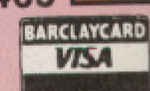


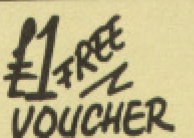
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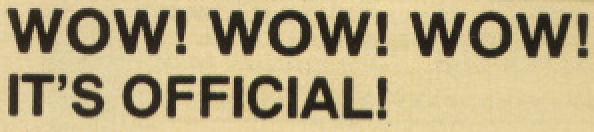
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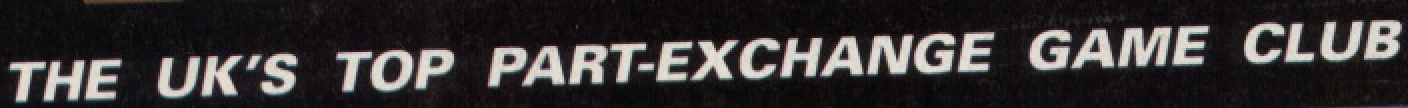
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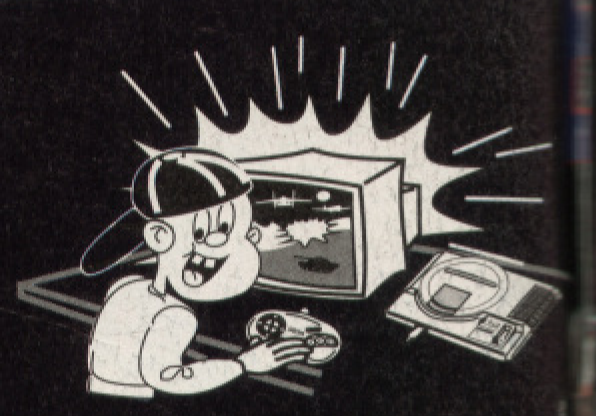
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